COMPUTER GAMES

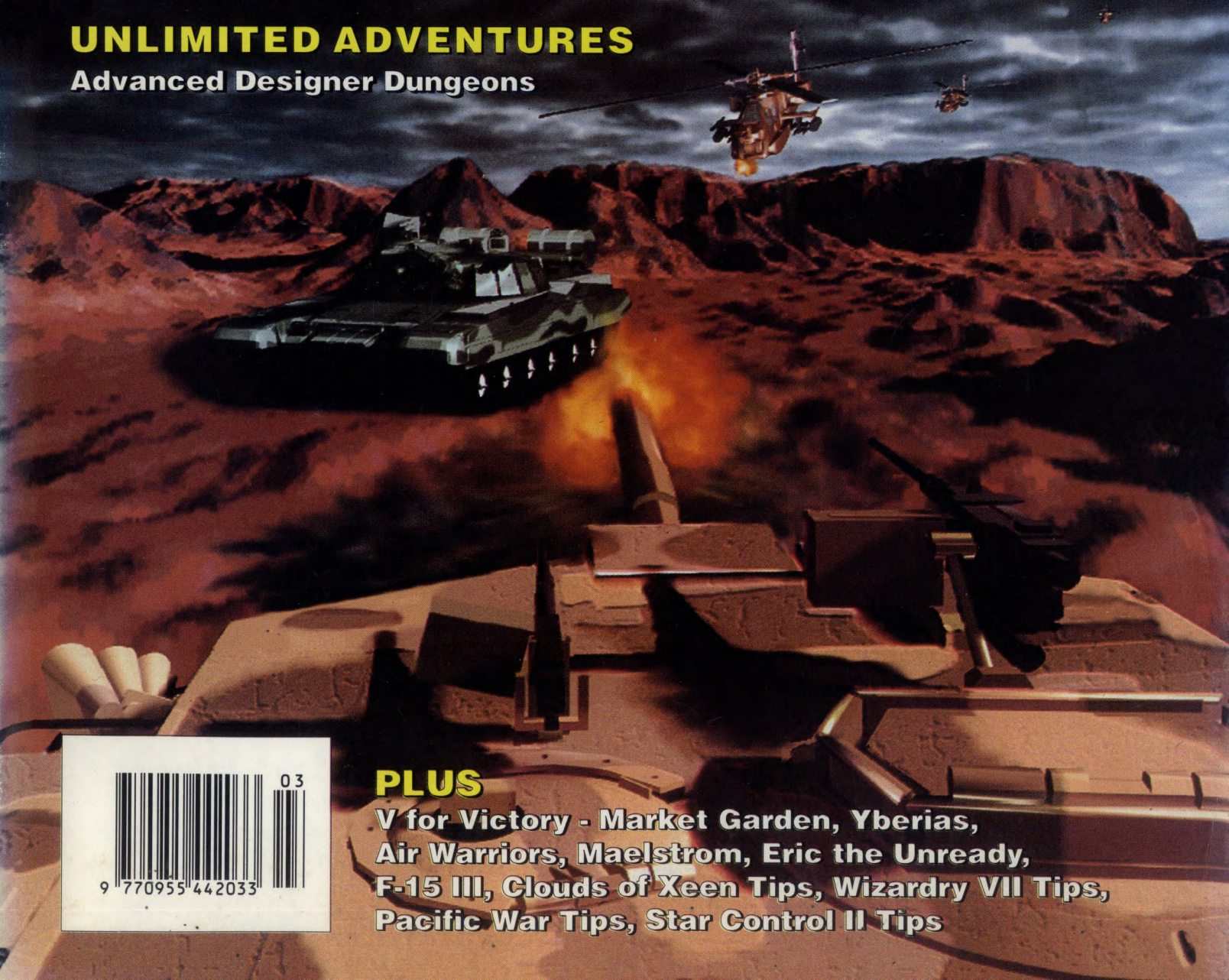
STRATEGY PLUS

IBM PC, CD ROM, Mac, Amiga

Issue 28 March 1993
United States $3.95
United Kingdom £2.25
Canada $4.95

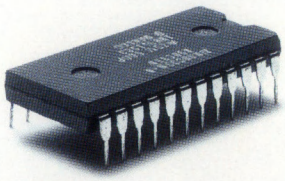
ARMORED FIST
NovaLogic's new tank sim

UNLIMITED ADVENTURES
Advanced Designer Dungeons

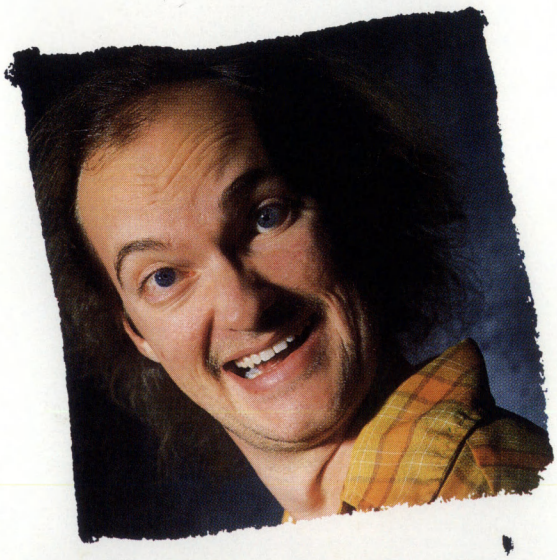


03
9 770955 442033

PLUS
V for Victory - Market Garden, Yberias,
Air Warriors, Maelstrom, Eric the Unready,
F-15 III, Clouds of Xeen Tips, Wizardry VII Tips,
Pacific War Tips, Star Control II Tips

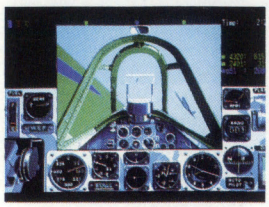


THIS OPPONENT IS PROGRAMMED TO BE CHALLENGING.

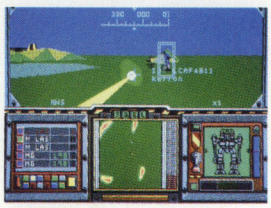


this one wants to rip your lungs out.

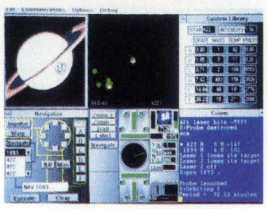
If you think you're good at games, then let's have some real fun. When you're online with GEnie® Multi-Player Games, you're playing real people, in real time. Some of the best players around the world. □ Splash a bandit in Air Warrior®, and you've just taken out eight other guys, who'll be back gunning for you. Blast a MechWarrior® in MultiPlayer BattleTech™, and who knows? Could be that jerk from the coast. Could be a mercenary who's looking for a few good friends. □ With GEnie, the possibilities are endless, the people are terrific, and even the prices are competitive. So put some new life into your joystick, and sign on. We'll see just how good you are. □ Sign up now: 1. Set your modem for half duplex (local echo) at 300, 1200 or 2400 baud. 2. Dial toll free — 1-800-638-8369. Upon connection, enter HHH 3. At the U # = prompt, enter XTX99318, Galaxy then press RETURN 4. Have a major credit card or your checking account number ready. □ For more information in the U.S. or Canada, call 1-800-638-9636.



AIR WARRIOR®



MULTIPLAYER BATTLETECH™



STELLAR EMPEROR™

GEnie®

multi-player games

100% ORGANIC OPPONENTS

KESMAI corporation

Air Warrior is a registered trademark and Stellar Emperor is a trademark of Kesmai Corporation. MultiPlayer BattleTech is a trademark and MechWarrior and BattleTech are registered trademarks of FASA Corporation.

Blow It Out Your Ear.

Pump up the volume with Sound Blaster! The sound card from Creative Labs. Experience the full power of 11-voice synthesized music and 8-bit sampled sound effects. Don't just hear it...let it blow you away! The scream of your F-15's engine as you elude enemy fire...the crisp crack of your bat when you hit a homerun off the screen...the echoing ring of sword against sword during your next fantasy adventure.

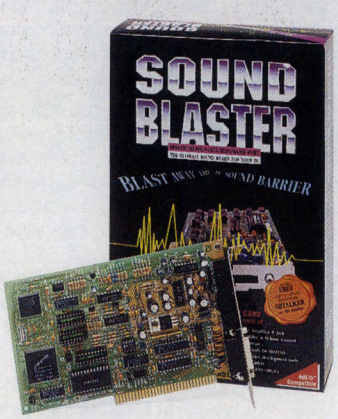
No wonder Sound Blaster is the world's #1 seller. And why it's the sound card that more gaming software developers write for under DOS or Windows™ 3.1.

Only $149.

To find out more about Sound Blaster, the only sound card that's 100% Sound Blaster compatible, visit your local computer retailer or call Creative Labs at 1-800-998-LABS.

Get the full blown sound capability you've always wanted for your PC—for only $149. With Sound Blaster from Creative Labs.

Because...
if you don't have Sound Blaster, you're really blowing it!



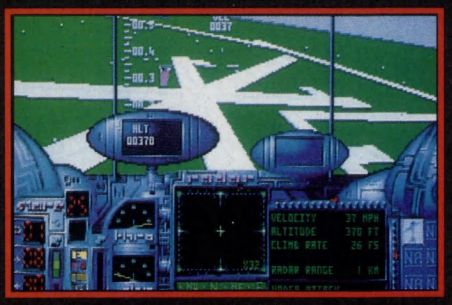
SOUND BLASTER™

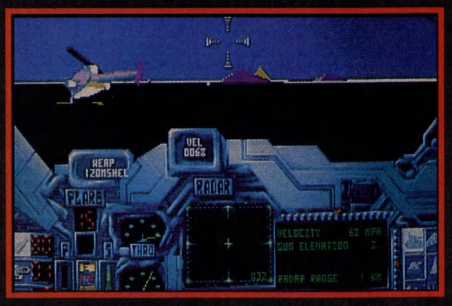
CREATIVE
CREATIVE LABS, INC.

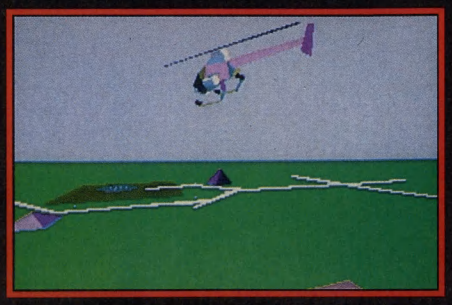
MICROSOFT WINDOWS

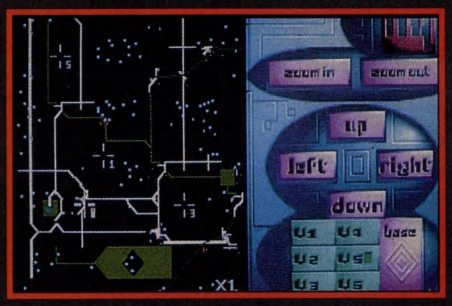
SB AUDIO

Sound Blaster is a trademark of Creative Labs, Inc. Windows is a trademark of Microsoft Corporation. © 1992 Creative Labs. Inc. All rights reserved. International inquiries: Creative Technology, Ltd., Singapore Tel 65-773-0233 Fax 65-773-0353









ARMOUR-GEDDON

The Balkan War of 1997 devastated the earth . . .

Decades later, two conflicting factions survive: The hostile and combative surface dwellers, and the subterranean society of the Earth Defense Network (EDEN). As a warrior member of EDEN's High Command, it's your sworn duty to defend your civilization from the marauding surface dwellers and destroy their deadly laser beam cannon before it annihilates your people.

Armour-Geddon puts you in the front line! Plan the attack and leap into combat, battling the enemy from the cockpit of six different high-tech vehicles. Striking from the air in your stealth fighter, bomber or helicopter you eradicate the enemy's power grid. Decimating enemy installations, you retrieve their advanced weapons systems in your fleet of surface attack vehicles. Assembling the captured technology, you develop the only weapon on earth powerful enough to crush the enemy's aggression: the Neutron Bomb.

Armour-Geddon takes realism a step further with high speed computer graphics, heads-up cockpit displays, full soundboard support and the sophisticated head to head serial link option that permits two EDEN warriors to simultaneously coordinate their attack.

Any closer to the action and you'd need body armor!

Psygnosis, 29 Saint Mary's Court, Brookline, MA 02146 Tel: 617-731-3553

To order Armour-Geddon and protect the people of EDEN, visit your favorite software retailer or call **1-800-GET-PSYG**

PSYGNOSIS

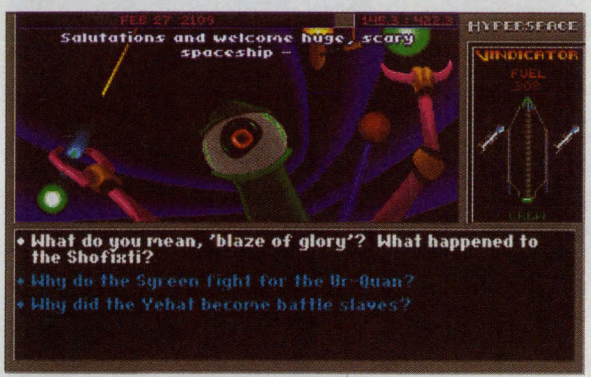
COMPUTER GAMES STRATEGY PLUS

TAKING FUN SERIOUSLY

March 1993 Number 28

Highlights

Market Garden


Salutations and welcome huge, scary spaceship -
HYPERSPACE
VINDICATOR
What do you mean, 'blaze of glory'? What happened to the Shofixti?
Why do the Syreen fight for the Ur-Quan?
Why did the Yehat become battle slaves?

Star Control II

Eric the Unready

Regulars and Features

6 **Upfront** *Say what?*
9 **News** *All the major stories plus some tittle-tattle*
13 **Armored Fist** *NovaLogic make a fist*
14 **AD&D Unlimited Adventures** *Build a dungeon, create a quest, go mad*
18 **Maelstrom** *Storming strategy from Merit*
21 **Tony LaRussa II** *Tony L pitches in for SSI*
23 **Market Garden** *Three Sixty's new wargame*
68 **Two's Company** *A new feature looking at multi player gaming*
72 **The Hard Stuff** *Hardware tips and review of new peripherals*
80 **Company Report** *Brian Walker on the class of '92*

Strategy

28 **Velikiye Luki** *Peter Szymonik on the Russian Front*
32 **White Death on the Russian Front** *Steve Wartofsky on historical revisionism*
36 **Land Sea and Air** *John Van Valer offers a guide to Gary Grigsby's new monster*
40 **Mac Attack** *Peter Szymonik reviews some deadly games*
44 **Special Forces** *Steve Wartofsky goes swat!*
46 **Greatest Battles of the 20th Century** *New scenario disk from QQP*
50 **Star Control Strategy** *Lee Johnson on the meaning of the universe*

Adventure

52 **Legends of Valour** *Andrew Backer on SSI's new 3D adventure*
54 **Block Busters** *Tips for Clouds of Xeen and Wizardy 7*
62 **Challenge of the Five Realms** *Clancy Schaffer visits all of them*
64 **Underworld II** *Joan McKeown goes underground*
66 **Eric the Unready** *Greg Ellsworth sees a knight at the opera*

Sports

76 **Sports Locker** *49ers win Superbowl predicts Gypsy Joe McCullough*

Simulations

84 **Commander Crunch** *He's poetry in motion!*
86 **F15 Strike Eagle III** *Steve Wartofsky climbs aboard*
90 **Air Warriors** *Konami's gets in a dogfight*
94 **ATAC** *Steve Wartofsky goes drug hunting*

Say what?

Of course everyone knows what *the people that really matter* said in '92, but what about the things they *didn't* say (and probably never will)?

'It's not how you play the game, but whether or not you win'
Will Wright, Maxis Software

'I predict that 1993 will be a bumper year for the sales of disk based games, providing that they increase in complexity'
Chris Crawford

'No Comment'
Bill Stealy, Microprose

'Educational software is for mugs'
Ken Williams, Sierra On-Line

'I hate golf'
Steve Witzel, Access Software

'I doubt whether we will do any more sequels'
Brian Fargo, Interplay

'We expect our X-rated Plaything of the Month calender on CD ROM to be our biggest selling title'
Kirk Green, Disney Software

'Maps are an essential player aid'
Gary Grigsby, SSI

'Getting products out on time is our top priority'
Richard Garriot, Origin Systems

Of course, if any readers think that there's something that needs saying, or that we might have missed saying something that someone didn't say, then don't hesitate to say it to us and we'll say for it for you.

White Russian

The 1% our readership who are not fluent in Russian may be a little puzzled by the headline on page 32. So for their benefit I can reveal that the English translation reads: 'White Death on the Russian Front.' When it was discovered that a couple of our writers speak Russian we got them to put something together using the Cyrillic alphabet. Not so long ago this would have led to us being investigated by a senate sub-committee looking into media subversion, but now that it's been revealed that the cold war was a big hoax, it's okay.

On the game

A couple of new columns debut this month with you the lovely reader, the valuable consumer, salt of the earth (keep those subscriptions coming) etc, specifically in mind.

Two's Company will look at the world of modem play and keep you abreast of developments in that area. It will also offer a dating service, but before anyone gets hot and bothered I would point out that this is only intended to offer dates for meeting modem opponents. No ads like 'Hairy wargamer seeks petite blonde interested in a bit of combat,' please.

Our other new column, which is aimed at attracting the hitherto neglected wino market, is entitled The Hard Stuff. Got a memory problem after a hard night on the tiles? Then just drop us a line and we'll try to find a cure. We'll also be looking at new kit; soundcards, CD ROM drives, and new games related peripherals.❑

STRATEGY PLUS INC

PO Box 21
Hancock, VT 05748

Editorial content edited and provided by
Brian Walker
Compuserve: 76711,347

Advertising Manager
US
Gregg Sauter
Tel 802 767 4622

Produced by
Jordan Davies

Fax: (802) 767 4623
US Subscriptions: 800 283 3542
UK Subscriptions: 0442 876661
GEnie: STRATEGY PLUS, for subscriptions through Genie type CHIPS

Subscription rates
UK: £15.95 a year
US: $32 a year

Distributors
UK
Comag
Tel: 0895 444055

US
Kable News
Tel: 212 768 1000

IPD
Tel: 800 999 1170

Ingram
800 627 6247

Cover illustration
Armored Fist by NovaLogic, Inc.

STRATEGY PLUS is published by Strategy Plus Inc, Route 100, Rochester, VT 05767. Second class postage paid at Rochester VT and additional mailing offices. Postmaster: send address changes to Strategy Plus Inc, PO Box 21, Hancock, VT 05748-9989

©STRATEGY PLUS INC

Games For Everybody

NEW EXCITING TITLES PUBLISHED REGULARLY

The Coffee Break Series™
COMPUTER GAMES
for IBM® PC & Compatibles

ONLY $12.95 EACH SUGGESTED RETAIL PRICE

NOT COPY PROTECTED

MADE IN U.S.A.

FUN TO PLAY by yourself or with friends.

ENTERTAINING play for minutes or hours. Addictive!

EASY TO USE play from diskette or hard disk.

GREAT GRAPHICS supports most graphics formats.

AFFORDABLE... and high quality!

DUAL PACKED 5.25″ plus 3.5″ disks.

Look for this special display at your favorite retailer.

COFFEE AND DOUGHNUTS NOT INCLUDED

Villa Crespo Software

1725 McGovern Street • Highland Park, IL 60035 • 708-433-0500

© 1992, Villa Crespo Software, Inc.

"The best simulator I've ever seen!"
Rick Zalud, Computer Game Review

"Makes the term 'virtual' redundant!"
Dave Moskowitz, Video Games and Computer Entertainment

"Sets a totally new standard for helicopter simulations!"
Arnie Katz, Electronic Games

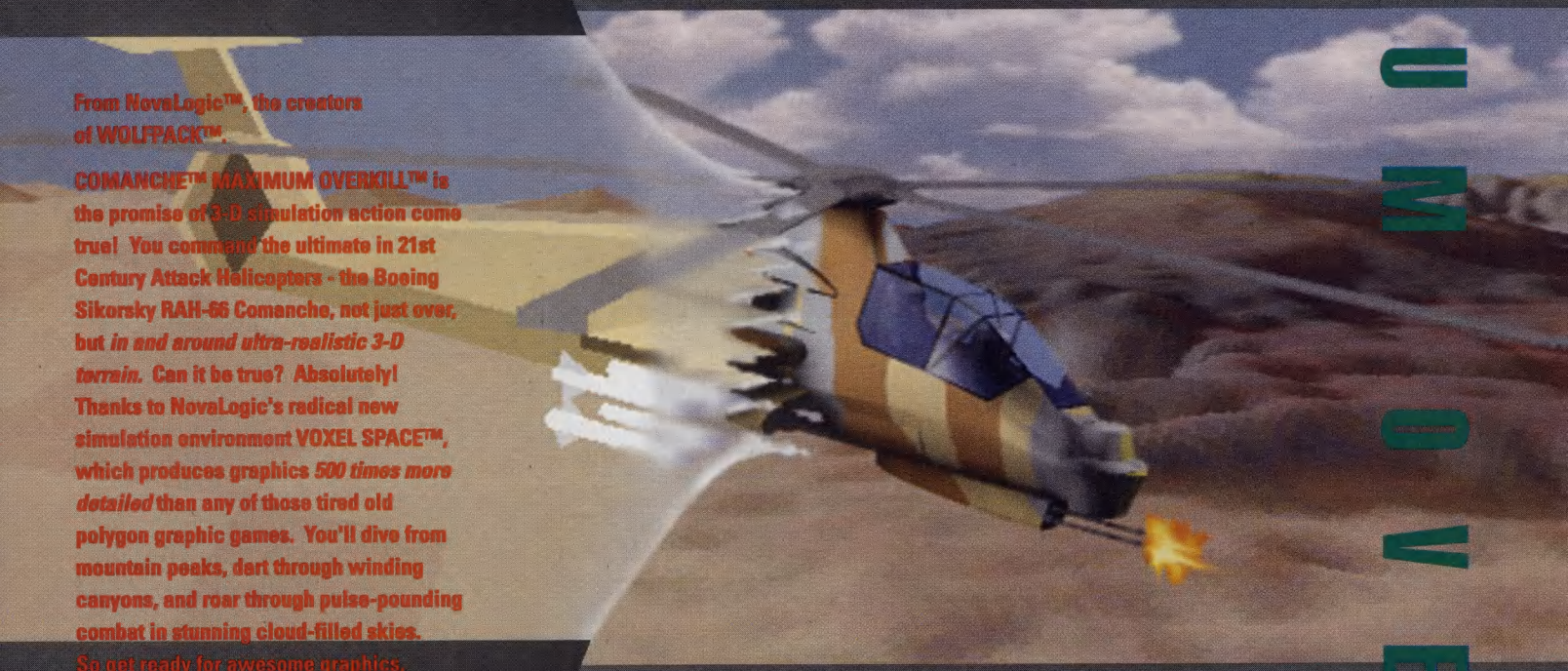
"Redefines the state-of-the-art in computer simulation graphics!"
Computer Gaming World

TEAR INTO A NEW REALITY!

BEYOND THE EDGE OF THE ENVELOPE

COMANCHE™

MAXIMUM OVERKILL™



From NovaLogic™, the creators of WOLFPACK™.

COMANCHE™ MAXIMUM OVERKILL™ is the promise of 3-D simulation action come true! You command the ultimate in 21st Century Attack Helicopters - the Boeing Sikorsky RAH-66 Comanche, not just over, but *in and around ultra-realistic 3-D terrain.* Can it be true? Absolutely! Thanks to NovaLogic's radical new simulation environment VOXEL SPACE™, which produces graphics *500 times more detailed* than any of those tired old polygon graphic games. You'll dive from mountain peaks, dart through winding canyons, and roar through pulse-pounding combat in stunning cloud-filled skies. So get ready for awesome graphics, unprecedented speed, and sweat-dripping, teeth-clenching, white-knuckle excitement unlike anything you've ever experienced on a personal computer. Tear out to your nearest software dealer and tear into a new reality!

- *Smoothest, richest terrain graphics ever seen in a real-time simulator*
- *First simulator with real-time controls of RAH-66 Comanche*
- *Unsurpassed speed and maneuverability*
- *Real-time fly-bys through actual terrain data*
- *One-minute learning curve*
- *Superb musical score and sound*

CREATED BY NOVA LOGIC

ACTUAL SCREENSHOTS

For the IBM PC 386 SX or greater. 386/486, 32 bit mode game with 4 megabytes of linear addressed power!

Wolfpack, Comanche, Maximum Overkill, VOXEL SPACE, NovaLogic, and the NovaLogic logo are trademarks of NovaLogic, Inc., 19510 Ventura Blvd., Ste. 200, Tarzana, CA 91356 © 1992 by NovaLogic, Inc. All Rights Reserved.

Reader Service No. 100

Three Sixty on The Road to Glory

Three Sixty have confirmed that their next major wargame series will be based on the Civil War and will use the **V For Victory** engine that was developed by Atomic Games. The working title of the new development is The Road to Glory and like **VFV** will comprise a series of stand-alone games, each containing several scenarios.

The scale of the game will be strategic and will feature the same outstanding map artwork that so enhanced the *Strategy Plus* series of the year, **V for Victory**. No one wants to talk about release dates yet but Atomic's record in delivering the goods on time is outstanding. Our guess is November '93.

The **V for Victory** series will continue with **Market Garden** (see preview this issue) which will be followed by the 'battle of the beaches' known as Sword/Gold/Juno. New scenarios after this are still under discussion, though we understand that a North African campaign is a strong contender.

RAW deal

All future shipments of the PC version of **Fireteam 2200** will include a free construction kit which allow players to create unlimited scenarios and maps. In addition there will be six new scenarios which will also include the following: built-in scenario analysis, three new terrain types, ability to change scenario objectives, object placement, changeable time limits, and changeable values for each Fireteam.

RAW say the same offer will apply also apply to the map editor for the PC version of **The Spoils of War**. Also included on this upgrade will be nine new worlds.

Sherlock and the Lions

Volume II of the **Sherlock Holmes Consulting Detective** series, published by ICOM Simulations, is now available on CD ROM. The following new cases are included:

The Two Lions: somebody seems to have had a bad experience with lions as two of the kings of the jungle have been murdered at the local circus. Around the same time, a Mr Lyons has been mugged to death (on Main St?). 'Somebody's lying,' roars Sherlock.

The Pilfered Paintings: who on earth would want to steal the appalling paintings of an obscure artist? Or could it be that these are not the load of old rubbish which they first appear? Sort that one that out, Sherlock.

The Murdered Munitions Magnate: a scribbled message. An unhealthy obsession with alliteration. A cigarette butt. Do these things mean anything? Probably not, but just watch Sherl make something of it. From soft boiled Sherlock to hard boiled Ace Harding whose cookbooks are the subject of ICOM's **Deja Vu I & II**. Ace, who is actually a good egg, is shellshocked *(are you egging us on? - Ed)* to learn that he's going to be fried for murder. Unfortunately Ace is suffering from amnesia and his brain is completely scrambled. Mobster Tony Malone is cracked up by all this. Ace has 7 days to come up with 100 G's or face the music (believed to be a Barry Manilow's boxed set). Available now for Apple computers ('Hey Mac, is that a Powerbook you're carrying or do you always walk around with a handbag?').

ICOM have also hatched a fantasy story. In **Shadowgate**, the action takes place in the land of Behomoths, Titans, and the Warlock Lord. Find the Staff of Ages! Reclaim the castle! Fulfill the prophesies of the ancients! Kill the hens! Round up the Virgins and . . . *(that's enough of that - Ed)*. Whoops, that is to say **Shadowgate** is a delightful looking adventure game that is available for the Mac and Windows. The Windows version runs in high res Super VGA (only) and requires 4 meg of HAM. It all looks rather splendid, especially the shower scene where . . . *(cut - Ed)*.

Down the Upgrade path

Access

Links 386 Pro Update Version 1.08. This is the current **Links 386 Pro** update Version and includes the new executable file and the original 1.07 VESA Library. The executable now allows the game to run under OS/2 and other DPMI operating systems and software. Note: Some of those other operating systems/software may require restricting or even disabling any sound cards in use. The Compaq VESA driver is not yet available. Compaq has said it will be another 4 to 6 weeks before they will allow Access to provide it in their VESA Library.

Colorado Creations

High Command 1.1. See comments for **Harpoon 1.3**

Three Sixty

V for Victory: Utah Beach 2.0. A comprehensive upgrade that improves the quality of the AI amongst other things. Available to registered users for $5 only from Three Sixty.
Harpoon 1.3. Fixes everything short of global warming.

SSI

Great Naval Battles New test patch that will help SSI determine if its sound drivers are compatible with various sound cards. This compatibility testing will also help SSI produce products with the widest range of compatibility possible.

Accolade

Jack Nicklaus Signature Edition v1.5 Rev.
This revision fixes the Mini-Moses effect caused by several

One small step for AdLib one giant leap for PC sound

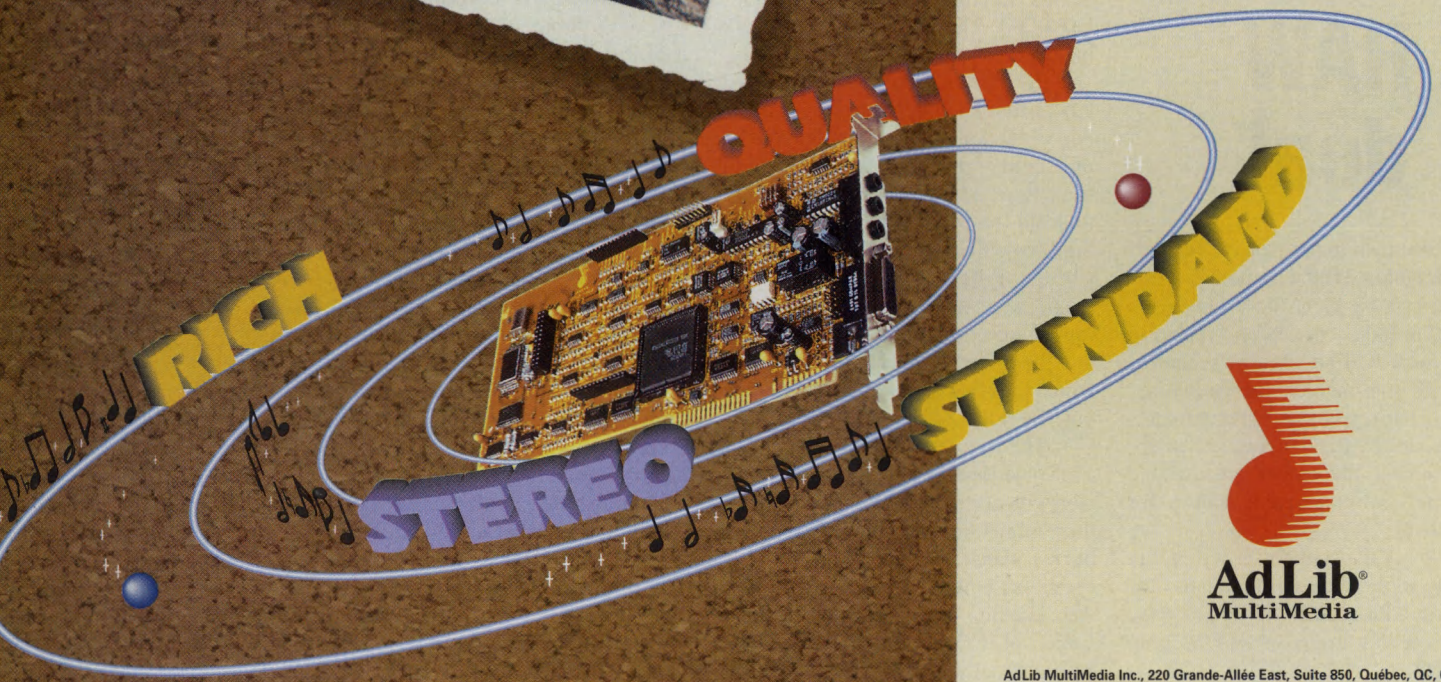
Just as today's astronauts are measured against the achievements of those who landed on the moon, so are sound cards measured against AdLib. Now, with the long awaited AdLib Gold card, AdLib MultiMedia is setting new standards... again!

AdLib Gold is not like any other sound card, it's an expandable sound system. To add dramatic echo and reverb to the already superior stereo sound, just snap on the Surround Sound Module. Want to use CD-ROMs? Attach the optional SCSI Adapter and you're ready to go.

It's not enough for AdLib Gold to simply comply with Multimedia PC™ sound adapter specifications, it has to surpass them. Plus, not only does AdLib Gold fully support the rapidly emerging Gold Sound Standard, it is also 100% compatible with the original AdLib card. And AdLib Gold is the only sound board in its class which features three types of filtering to eliminate the annoying popping and crackling sounds which plague less capable sound products.

So whether you want the highest quality sound for your entertainment software, or you're using business applications, your wait is over. AdLib Gold is available now.

Discover AdLib Gold at your local retail outlet <u>today</u>!



AdLib® MultiMedia

AdLib MultiMedia Inc., 220 Grande-Allée East, Suite 850, Québec, QC, Canada, G1R 2J1
Toll free order line: (800) 463-2686 Phone: (418) 529-9676 Fax: (418) 529-1159

©1992 AdLib MultiMedia. AdLib and AdLib Gold are trademarks of AdLib MultiMedia Inc. Other names are trademarks of their respective owners.

Sierra's Strategy

Sierra On-Line are to publish a major strategy game in 1993. No title is forthcoming as yet, but it is expected that the game will contain all the 'bells and whistles' that one normally associates with a Sierra title. This represents a significant change for the company whose forte has always been graphically intensive adventure games and more recently, educational software.

There will not, however, be a new **Kings Quest** game in 1993. Author of the series, Roberta Williams, is reported to be working on a new horror game. One game that will have a sequel in 1993 is **Willy Beamish** from Dynamix. Speaking of whom... their next **Front Page Sports Game** will feature baseball, they're also rumoured to be working on a soccer game to coincide with the '94 World Cup which, to the delight of fans all over the world, will be held in the soccer-mad US.

Sierra *grande fromage* Ken Williams joins in the debate about the Madonna comic book and IceT's record *Cop Killer* in the new issue of *Interactive*, Sierra's house mag. Williams wonders whether Sierra would include such controversial topics in their games.

During 1992 the Sierra Network (TSN) acquired 27,000 subscribers and hope to more than double that figure by the end of 1993. Ostensibly the idea of the network is find a game, though one fellow hack went one better and found a wife! Congratulations then to Alan Emrich and his better half. May all their little ones come and work for us.

Ringworld: new from Tsunami

Strike Commander: perennial show favorite

The group of refugees from Sierra and Lucasarts who had been putting together a conversion of Larry Niven's science fiction novel *Ringworld* for Electronic Arts, have instead decided to go it alone and form their own company. Say hello to Tsunami Media from whom the aforementioned game should now be available.

Rome sweet Rome

As reported a few issues ago, Microprose's Sid Meier is working on a Civil War game for release later this year. His erstwhile partner, Bruce Shelley, has left the company to move to Chicago where he will concentrate on writing game books. Currently in development at the Big M: A World War II tank game, several SVGA games, and an enhanced CD ROM version of **Civilization**. Microprose have 'indefinitely postponed' **Megatraveller III**, which was being developed by new acquired Paragon,

Rome sweet Rome: in 1990 it was tanks. In 1991 it was World War 1 flight sims. In 1992 it was naval games. And in 1993...? Our money is on the Roman Empire, in particular the chariot in the second lane driven by Ben. Already out is **Caesar** from Impressions, while coming soon is **Rome: Pathway to Power** (Sim Slave?) from Maxis. In addition, another major publisher is known to be working on strategy game based on this period. Shame no one has ever put together a chariot racing game in the manner of Avalon Hill's **Circus Maximus**.

Fangs a lot

Count Dracula also looks set to make an imprint (ouch!) on the games business in 1993. SSI, as we reported last issue, are set to release **Veil of Darkness** while both Psygnosis and Sony have completed CD ROM versions of his exploits. Fangs certainly ain't what they used to be.

Welcome to the games business, Gary Kasparov. The name of the world chess champion will adorn the box of EA's new chess game (more on this story next month). Not be outdone, Spectrum Holobyte are also launching a new chess game which they claim will 'beat anything.'

Origin Systems at least have a sense of humor about delayed releases. Their invite to visit their booth at the CES in Las Vegas urged the reader to 'come and see that perennial trade show favorite, **Strike Commander**'. See you there, guys.

objects being placed after a hill crest. This file contains GOLF.EXE, READ.ME and RESULTS.EXE and is for v1.4 owners only.

Sierra On-Line/ Dynamix

Island of Dr Brain Update Patches Patches for the **Island of Dr Brain**. Fixes Ooops 10 error, music room puzzle, and several other problems. Check the README file before applying patches.

Red Baron Mission Builder Fix for STB VGA card BIOS problems. This patch is only necessary for customers with STB VGA cards experiencing multiple screens in the Mission Builder screen.

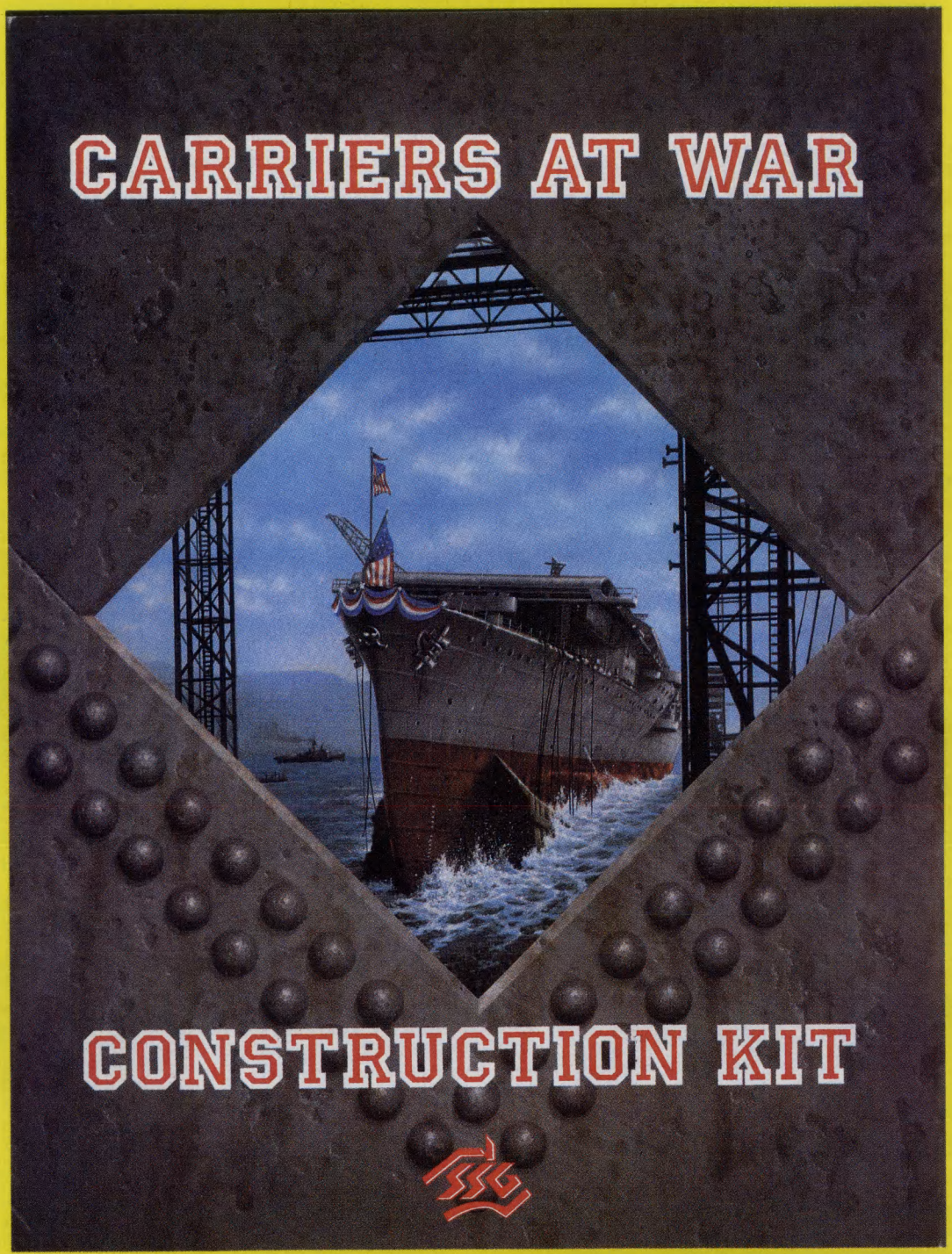
DC True

Shadow President We have released this maintenance patch in order to fix several minor problems that were found in the original release. To determine if you need this patch, you can check the date on a file named SHADOW.EXE in the directory where you installed the game. You can do this by changing to the **Shadow President** directory and typing DIR SHADOW.EXE. If the date on this file is prior to 11/24/92, you may need this patch.

Maxis

Simlife Upgrade to Version 1.02c (IBM) This is a patch for sundry DOS problems.

Footnote
Unless otherwise stated, all of these upgrades are available free to registered users. They may also be downloaded from major on-lone networks such as GEnie and CompuServe.



From the smallest variation to an existing battle or the complete design of an original carrier battle scenario, SSG's comprehensive Construction Kit provides an infinitely flexible tool for bringing to life those climactic carrier battles which shaped the course of the Pacific War

Build ships and planes... organise them into squadrons and task groups... draft a map and position air bases, coastwatchers, etc... bring history to life with this finely detailed Construction Kit

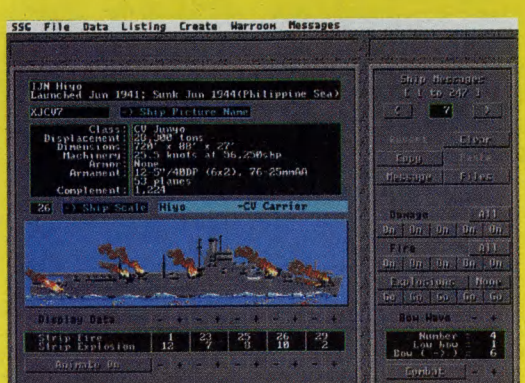
Play any of the three new scenarios included in this package

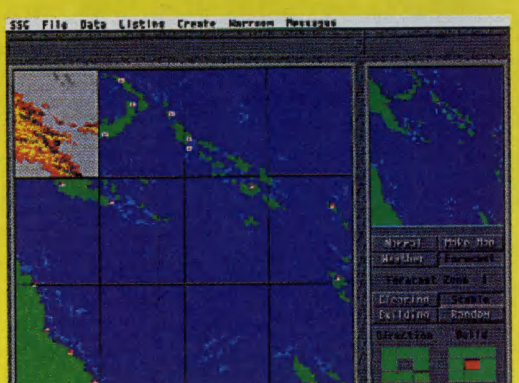
Additional intelligence files for the six scenarios in the original Carriers at War game will add greatly to their enjoyment

WarRoom™ is a revolutionary framework for customizing the Artificial Intelligence used by the computer opponent. For the first time in a computer game, the subtlety, skill and unpredictability of the computer's performance will depend on you...

Ownership of CARRIERS OF WAR is needed to use this product.

WAKE ISLAND **GUADALCANAL** **TARAWA**





Strategic Studies Group
8348 Monticello Dr
Pensicola, FL 32514
Tel: 904 494 9373
Available for IBM compatibles: Requires 640K, Hard disk drive, EGA or VGA. Supports Adlib & SoundBlaster Cards, Mouse or Keyboard.
5¼´´ or 3½´´ $59.95

Reader Service No. 25

ARMORED FIST

Brian Walker gets a grip on NovaLogic's new tank sim

The design philosophy of NovaLogic is very simple: to produce killer games. With **Comanche: Maximum Overkill** there is little doubt they succeeded, both literally and metaphorically. But like recording artists facing that 'difficult' second album after a mega-hit, they now find themselves facing that difficult second game in their new role as publishers.

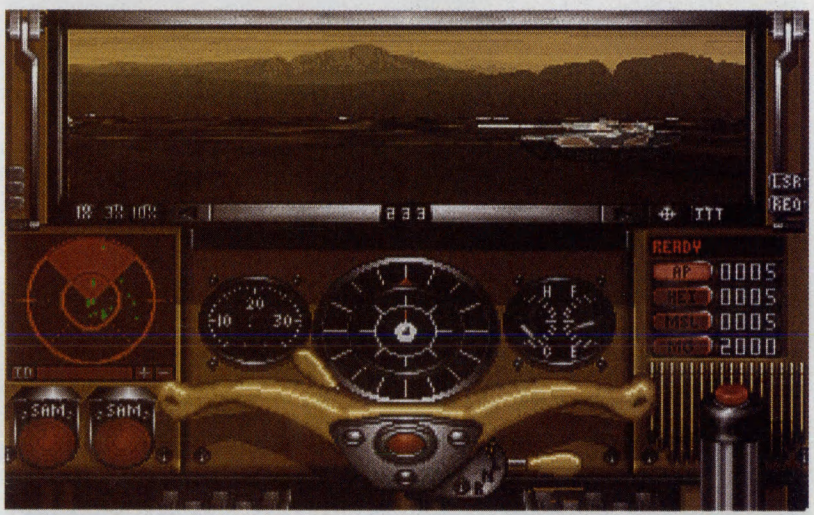
All of which leads us into **Armored Fist**, a tank sim set in the near future. **Comanche** of course, featured choppers so the switch to tanks would seem to be logical. The game engine, however, has more in common with an earlier NovaLogic design, **Ultrabots** (soon to be released by EA), than with their hit game. Unlike the memory hogging **Comanche**, this new offering will run smoothly on a 386/16 with one meg of RAM.

Armored Fist offers a vista of the US in conflict with the CIS. The player may choose either side. Vehicles on offer include the M1A2 Abrams, M3 Bradley (US), and the T-80 MBT, and BMP 2 Personnel Carriers (CIS). The number of scenarios will be in the 25-30 range, the exact number is still to be determined. In fact, the number of scenarios is, strictly speaking, unlimited for the program includes a battle construction set.

The construction set can used to edit existing scenarios in which the units are pre-set and also, of course, to create brand new ones. NovaLogic say that there are elements of the gameplay that hark back to their earlier **Wolfpack**. As in that game, there will be a number of different units under the player's control often heading in different directions.
The victory conditions will vary from destroying specified strategic targets and returning to base, through to reaching pre-defined locations. Indeed, the emphasis in the scenarios is strategic throughout. In keeping with this the terrain is varied and is capable of offering advantages and disadvantages to certain tank formations. Anyone with a 'if it moves, shoot it' mindset, is going to be extremely disappointed with this game.

Armored Fist is pitched at company level; four companies that consist of four platoons each making sixteen tanks in all. These are controlled from the Company Command Vehicle (CCV). However, players may hop from here to taking over personal control of any of the vehicles under their command. Remote artillery will both attempt to assist them and destroy them on the road in the victory. Players have a degree of command over arty attacks as they specify locations to be targeted from the CCV. There will be no specific prompts to specify artillery, but if this is forgotten then the incoming barrage will offer a not too polite reminder (gee, why didn't I think of that?).

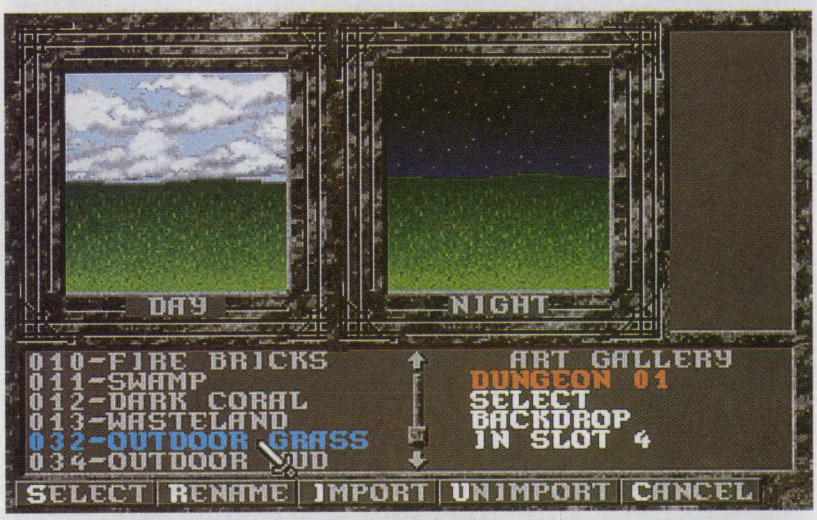
Helicopters are included also, but like artillery these are peripheral to the main action and are called up as air support solely to aid ground attacks. At least they can be seen, however, if not controlled. The graphics, while not up to those seen in '**Comanche**' (but then what are?) are excellent with the terrain being beautifully rendered. Powerful sound effects round off what looks at this stage to be a very sharp game.❑

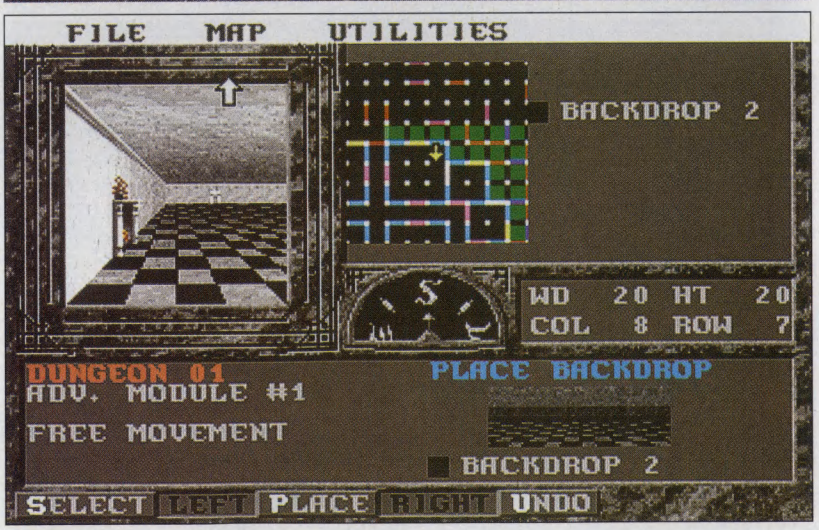


***Armored Fist** will be released for the PC by NovaLogic in March, whereupon it will be reviewed in full*

AD&D UNLIMITED ADVENTURES

Design Notes by MicroMagic's Kiri Naiman





Much of the fun in an **AD&D** role-playing adventure stems from the creative expression of the dungeon master; it comes from building the atmosphere, plot, and characters of an open-ended story, and sharing this creation with the players. At least, that has been our experience. Since 1989, MicroMagic has been extensively involved with designing and porting **AD&D** Gold Box games for SSI.

The Gold Box games, such as the recent **Dark Queen of Krynn**, are a successful expression of this creative design process. Until now, however, building an **AD&D** computer game has required a mastery of arcane and frequently cumbersome programming tools.

We at MicroMagic believe that the **AD&D** computer role-playing technology will be vastly more enjoyable (and popular), if it is in the hands, not just of a few software gurus, but of every dungeon master and player with access to a personal computer. With this goal in mind, we took a look this past summer at the status of the Gold Box game design tools. The game technology is now mature enough, we decided, that it is eminently feasible to create a user-friendly adventure design system that is easy and fun to use, yet powerful and challenging in its capabilities. This system, we decided, could enable any dungeon master to produce **AD&D** computer adventures on the scale of existing Gold Box games, with less effort and far greater visual appeal than **AD&D** paper adventures. The result of our decision is **AD&D Forgotten Realms Unlimited Adventures**.

Golden opportunity

In starting to design **Unlimited Adventures**, we defined the four aspects of the game design process we wanted to put in the hands of the designer. These are the *maps*, the *events*, the *characters*, and the *art*. The *maps* delineate the towns, dungeons, and wildernesses in which an adventure takes place. Events are the embodiment of the plot and mechanics of an adventure: confrontations with monsters, traps, treasures, shops, temples, inns and so forth. The characters are the monsters and non-player characters (NPCs) met by the player during the course of an adventure. The art is used to display the characters, places, and treasures or other objects that appear in an adventure. Our task in developing **Unlimited Adventures** has been to make it easy for a designer to create these four aspects of an adventure, with sufficient depth and detail so that a finished adventure accurately reflects the designer's intent.

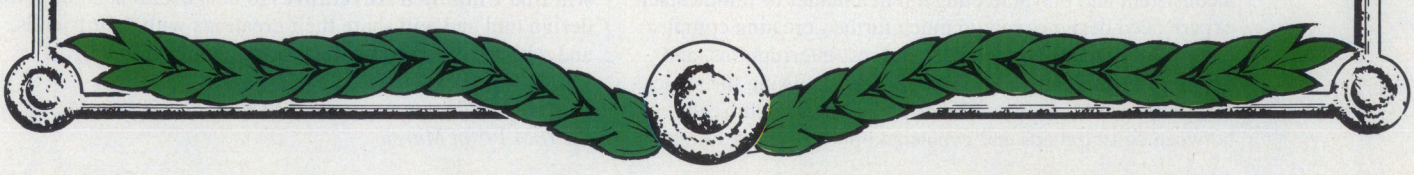
To create indoor and overland maps, we developed a map editor. This tool has a simple, intuitive mouse-based interface for placing walls and defining doors in indoor maps, and outlining terrain types and accessibility in overland maps. A straightforward, menu-driven system is used to define wall appearances in indoor maps, and an overhead view and 3-D point-of-view can be used in combination to develop and customize indoor maps. Outdoor maps are based on pictures of wilderness areas included in **Unlimited Adventures** and those custom-drawn by the designer.

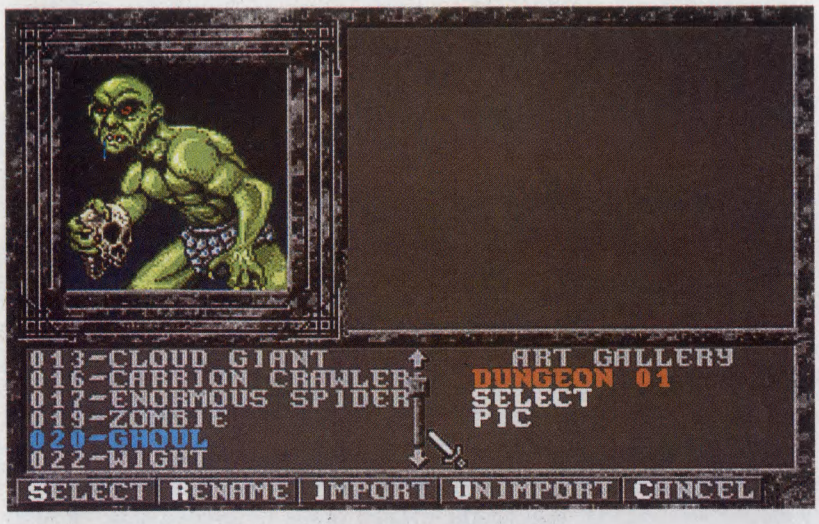
The map editor is also used to place events on indoor and wilderness maps. Each event is selected from an exhaustive menu of event types, including standard types such as monster and NPC encounters, descriptive text, stairways or portals, and shops, as well as more specialized event types intended for sophisticated plot control. To customize each event, the designer fills out a brief form, answering questions such as what monsters are encountered here, where does that stairway lead to, or what items are for sale, and at what price range. Events can be chained together, so that a party can defeat a horde of monsters, for example, discover a trapped chest, disarm the trap, and take the treasure contained in the chest.

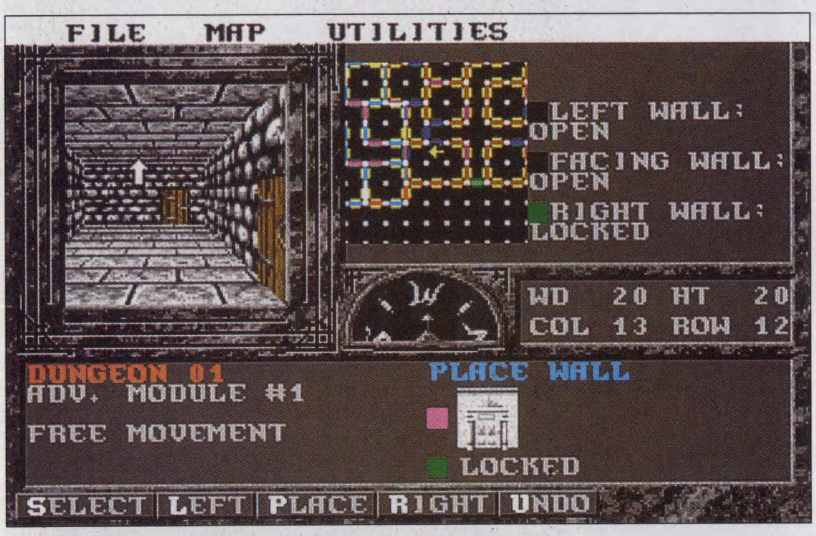
Advanced control mechanisms can easily be created, allowing halls of training that are open only during the daytime, for example, or quests that are assigned (and possible) only after a party has found a certain item or defeated a specific foe. While a beginning designer can create

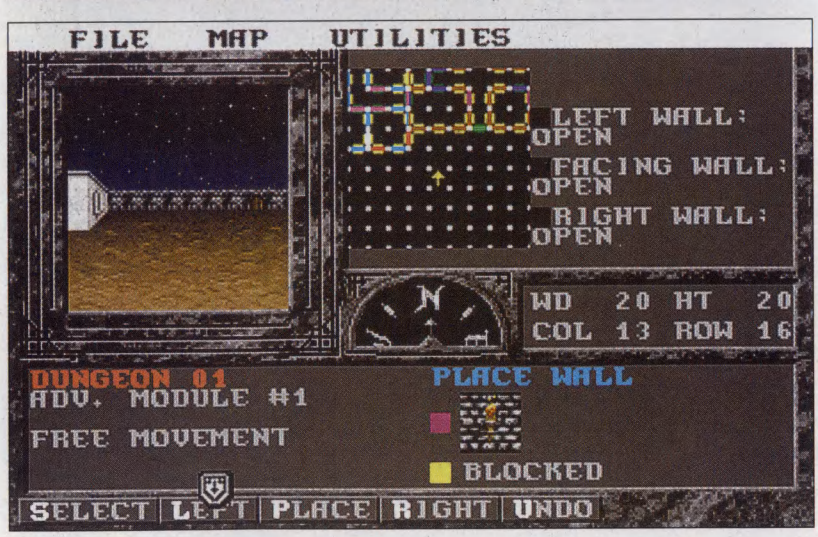
ROME WAS'NT BUILT IN A DAY

How long will it take you...









a consistent and playable dungeon in a matter of minutes, an experienced designer can go much further, creating complex patterns of wandering monsters and rest interruptions, and manifesting dramatic and subtle plot twists, using the same straightforward interface. The designer can switch freely between editing maps and events and playing the result, so it is easy to tune an adventure for the desired level of play.

Part of the fun in creating an **AD&D** adventure is defining and developing the people and monsters a party will encounter as it explores the realms in which the adventure takes place. Of course, we have included many of the standard monsters and more famous NPCs from previous **Forgotten Realm**'s Gold Box games. We feel it is important, however, that the designer be able to create and customize the creatures and characters he chooses. With this goal in mind, we developed a monster editor, which uses the same simple system of menus as the map editor to define monsters.

Standard monsters

The combat and magic-using capabilities of all monsters and NPCs are completely under the designer's control, and the special capabilities of monsters are constrained only by the limits of the Gold Box system. While it is impossible to create a wicked witch who will polymorph a character into a toad with a single glance, for example, it is easy to create a witch who will turn a character into a stone statue or a small pile of dust.

One of the most stirring aspects of an **AD&D** role-playing adventure is the art used to depict the creatures, places, and events that make up the adventure. In **Unlimited Adventures**, we started by including the best of the VGA art from previous Gold Box games, and then added lots of new material painted by TSR's best fantasy artists. We put all this together in a system of art galleries, to make it easy for the designer to select the images of monsters, people, landscape, and buildings that best suit the adventure being created. **Unlimited Adventures** also allows a designer to customize an adventure by importing new art, drawn from scratch with either **DeluxePaint** or **PC-Paintbrush**. Templates for the different art forms in **Unlimited Adventures** make it easy for an artist to size the art appropriately and choose the correct palette slots for custom color schemes.

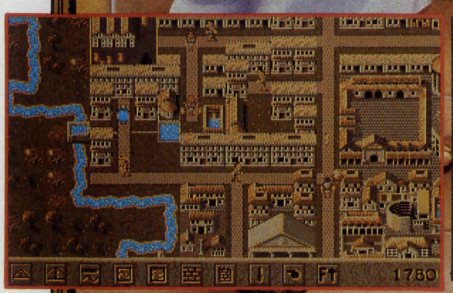
To get adventure designers started, we are including a tutorial adventure and a complete mini-adventure, **The Heirs to Skull Crag**, in **Unlimited Adventures**. The tutorial adventure is accompanied by step-by-step documentation, that introduces the beginning designer to the basic adventure design tools and techniques. **The Heirs to Skull Crag** utilizes many of the advanced capabilities of **Unlimited Adventures**, and by playing the adventure and examining the components from which it is assembled, a designer may easily pick up sophisticated computer role-playing adventure design techniques.

Central to our view of the **Unlimited Adventures**' appeal is the portability of adventure designs. Each new adventure is created in its own directory, which contains the maps, global information, and custom monsters and art which make up the adventure. Sharing an adventure with a friend who owns **Unlimited Adventures** is as simple as copying the contents of the directory onto a disk. Characters from one adventure can be brought into another one freely, and a group of designers can establish a role-playing campaign out of a series of adventures. It is our hope that talented dungeon masters will find **Unlimited Adventures** to be a useful and delightful design tool and will share their creations with their friends, and with the entire computer role-playing community.❑

***Unlimited Adventures,** published by SSI, will be released for the IBM PC in March*

CAESAR™

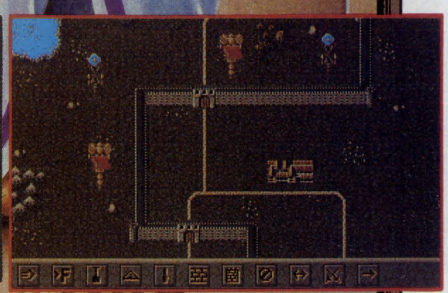
ROME WASN'T BUILT IN A DAY - HOW LONG WILL IT TAKE YOU?



Grow your city with ampitheatres, forums, temples, aquaducts, roads, baths & workshops and much, much more!

As governor of a province of the Roman Empire you must build cities for the good of your people. Fortify your cities with walls & towers - but should your defences fail, you must command legions to crush the hostile barbarian tribes! Success will lead to promotion -and ultimately, the very best may rise to become... Caesar!

Battles may also be fought out in detailed, animated combat using a much enhanced version of Impressions' Cohort (Cohort II will be available separately).



Keep out hostile tribes with cross-country walls to match The Great Wall of China

Impressions

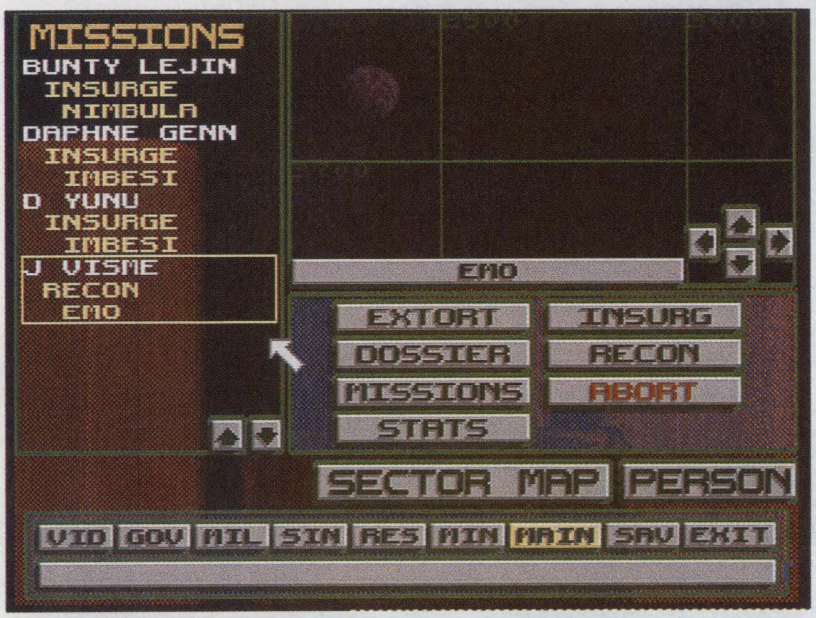
Committed to Excellence in Strategy Entertainment

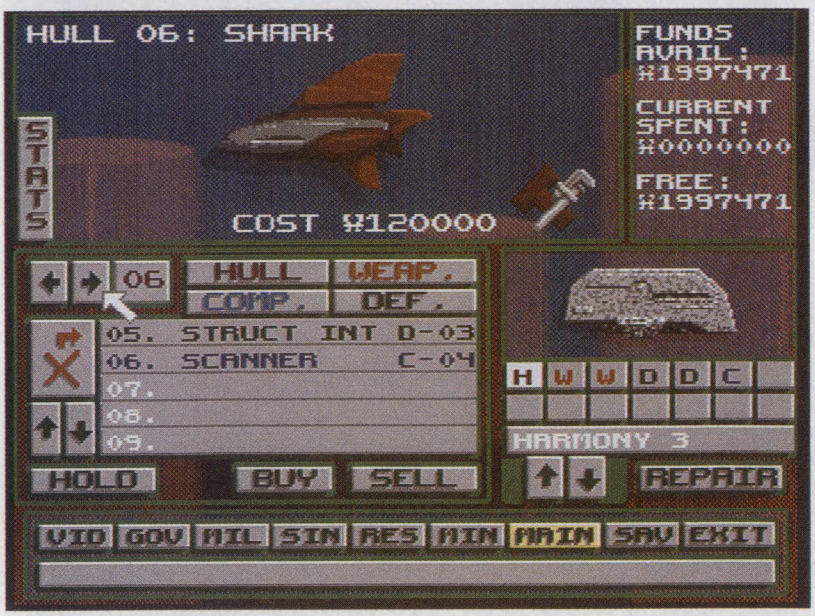
Impressions Software, Inc. 7 Melrose Drive, Farmington, CT 06032

Reader Service No. 107

Maelstrom

Brian Walker previews the 'ultimate galactic strategy game'





Not many strategy games take up 13 megabytes of hard drive space unless, that is, they involve flying around the galaxy in a spaceship the size of a planet, and gabbing away to one's heart's content in a dialog of the digitized kind. Welcome then, to **Maelstrom**, the latest release from Merit Software, a huge hybrid of a game that adds elements of role playing to its strategic core.

Maelstrom emerged from the mind of 'renowned futurist' Syd Mead, whose artwork credits include the films *Tron*, and *Bladerunner*, and more recently, **Cyberace**. **Maelstrom** was brought to fruition on computer by Don Bluth Multimedia, which is described as a 'creative boutique.'

The setting for the game is on the planet Harmony which is under threat from - *the Syndicate!* - a sort of generic group of bad guys whose aim is galactic domination. The player takes on the role of an officer in the syndicate who is despatched to Harmony on a recon mission, but before you can say 'Luke Skywalker', he's realised the error of his ways and defected to the other side. Maybe he knew that he'd be appointed Overlord and empowered to halt the impending invasion.

Although combat forms a major part of **Maelstrom**, this is not the be-all and end-all of things. Trading is a major factor in the game as is general management of the Harmonic economy. Retaining popularity in the opinion polls is also important if an intergalactic lynch mob is to be avoided

Cellular bones

Battles are managed from the control centre. From here, ships are moved, star fleet battles strategically orchestrated, orders given to attack and with what weapons. The battles may also be computer controlled if desired. Stats play an important part in the combat phases of the game. Not only may the overall state of any ship be viewed, but component areas may be analyzed for damage also, simply by clicking on the relavent spot. The battle sequences themselves are animated and accompanied by digitized bangs. Graphics are high-res VGA (640x480), somewhat surprisingly the text screens look a tad blocky.

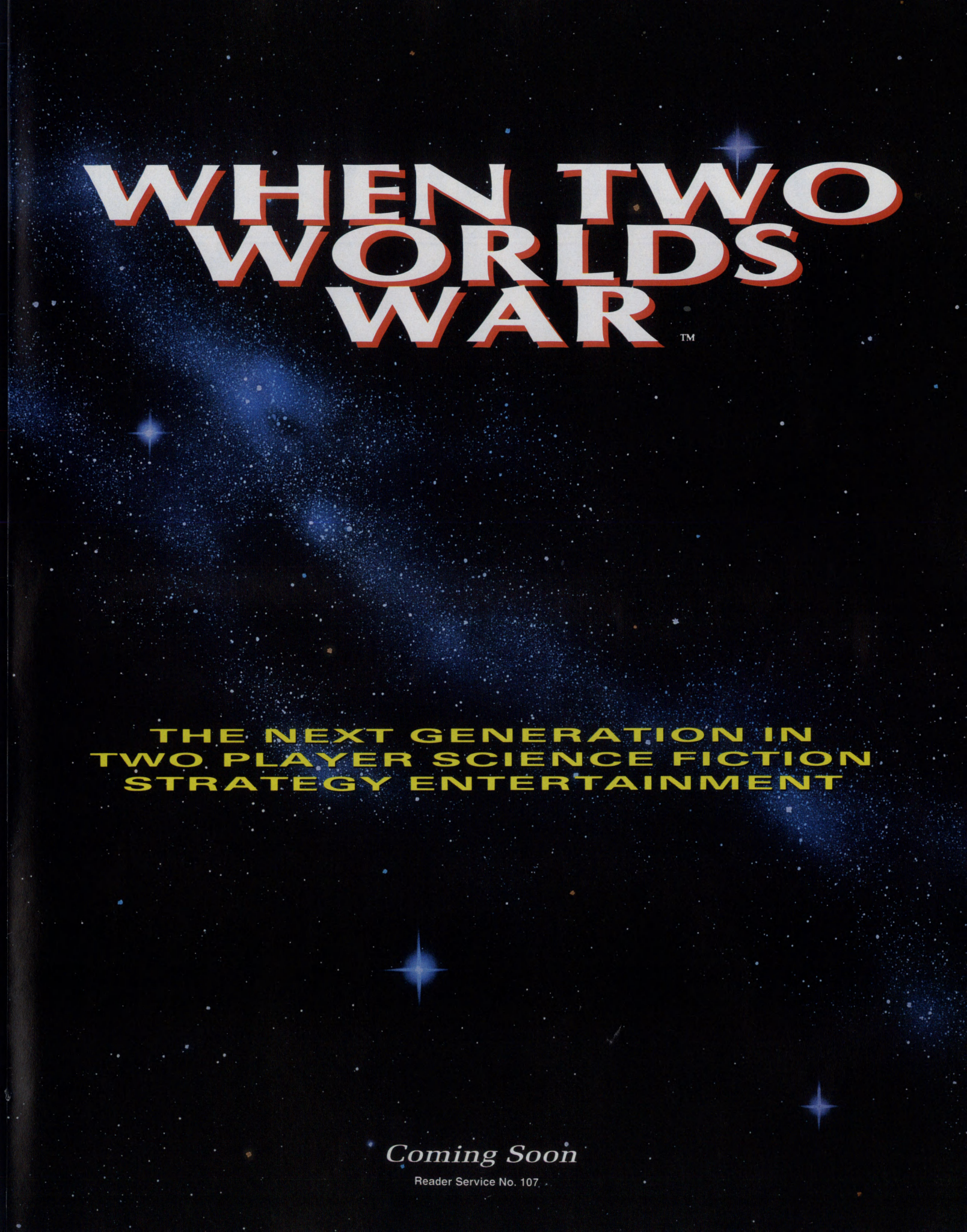
In keeping with its attempt to cover all bases, **Maelstrom** offers several counter insurgency options including spying and whispering campaigns. Research and development (which includes mining) is crucial also. Underpinning all these seemingly disparate elements is something called the *Cellular Automata*. This gives each character in the game a life of its own and ensures that they act in a manner consistent with the rules of the planet. Altogether, over 200 pages of speech text have been incorporated into the game.

The job centre

The player must also have some skills in personnel management as all nearly all key have to be personally allocated. A browse though the personnel files reveals pyschological profiles as well as advising who's good at what. The stats on the staff are fairly comprehensive and they will usually behave in a manner consistent with these throughout the game. The rider, 'usually' is added because, just to keep things from becoming too predictable, characters will be prone to fits of whimsy.

Perhaps because of the moody nature of the inhabitants of Harmony and the non linear approach of the design, Merit say that no two games will ever be alike. Well, will they, won't they? To find out, don't miss next month's exciting episode of *Strategy Plus* when **Maelstrom** will be reviewed in full.❑

***Maelstrom**, published by Merit Software should be available as you read this.*


WHEN TWO WORLDS WAR™
THE NEXT GENERATION IN TWO PLAYER SCIENCE FICTION STRATEGY ENTERTAINMENT
Coming Soon
Reader Service No. 107

Discovery

IN THE STEPS OF COLUMBUS

In Discovery, *you* are the master explorer and adventurer: **Set Sail** into the distance, in search of new lands; **Explore** new worlds ; **Pirates** are everywhere - be prepared for sea battles; **Create Cities** -fell trees, build farms, forts, warehouses, schools; **Trade** the produce from your new world to buy new ships; **Fight** the other nations trying to establish their empire.

In 1492 Columbus discovered America - for God, Gold and Glory!

500 years later this is your chance to discover a new world!

FEATURES:

6 New Worlds to Discover

Piracy - mutiny & battles

Land & Sea combat

Simple point and click interface

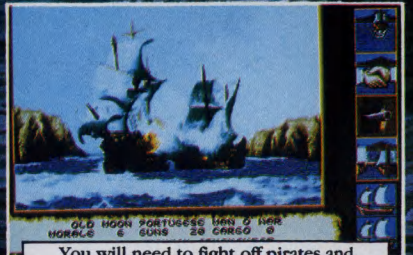
8 ship types; 4 maps

5 competing nations

YOUR CHANCE TO DISCOVER AMERICA!

Animated people develop buildings all by themselves.

Watch your empire grow.



You will need to fight off pirates and more!

Impressions

IMPRESSIONS SOFTWARE INC. 7 MELROSE DRIVE FARMINGTON CONNECTICUT 06032

Reader Service No. 107

TONY LaRUSSA BASEBALL II

Brian Walker gets hot and dogged in this preview of SSI's new baseball simulation

At first the1992 World Software Series looked like no contest. I mean, how could the SSI upstart **Tony LaRussa's Ultimate Baseball** seriously compete with EA's experienced **Earl Weaver Baseball II**? In the end, of course, it was no contest. '**Tony LaRussa**' picked up the bat and beat '**Earl**' to a pulp as the EA hero failed to live up to even the most basic expectations.

And now comes **Tony LaRussa Baseball II** (the 'ultimate,' it seems, is taken for granted). The sequel sports 256 color graphics, though still only 320x200 resolution. Batting perspective is from over the batters shoulder, while field play is from an angled overhead view. The close-up camera shots have been considerably improved to show greater detail, such as players leaping against the outer fence. Individual animations now include double play pivots at second base, hand and feet first slides, jumps, and dives in multiple directions, and underhand tosses to the pitcher covering first base. Instant replays are depicted on a huge video monitor in the ballpark, and a tale-of-the-tape indicates the length of home run blasts. Digitized sound effects and play-by-commentary add to the whiz-bang feel. The only thing missing, it would appear, are the hot dogs.

The interface has been refined thanks to one-touch action buttons while a special cursor appears on screen to help players catch fly-balls. Statistics, of course, are the game's *raison d'etre* and they are here in abundance. Altogether there are 2500 statistical categories that can be printed out and filed in the archives of anal retentia. Old timers haven't been forgotten, either - color portraits of over 1040 'living legends' are included in the game. Similarly, 11 classic ballparks such as the Polo Grounds, the 1927 Yankee Stadium ('the house that Ruth built'), Ebbets Field, and Old Comiskey are all included. A special tour mode enables players to view every inch of the park.

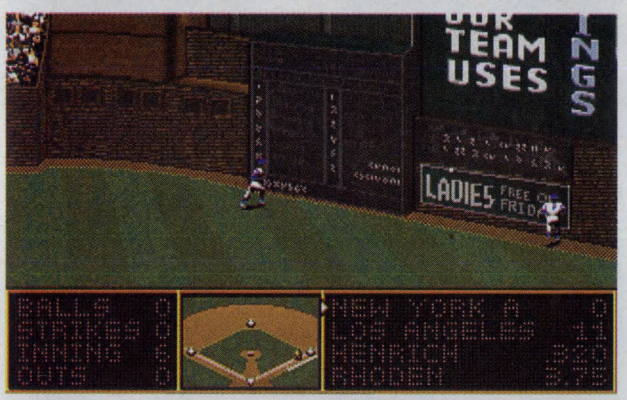
Players who feel the need to enter the dugout and indulge in a bit of 'hands-on' control are fully catered to. Starting rotation, relievers, pinch hitters, and fielder shifts can all placed under the player's command. As in the Major Leagues, the team roster is expanded to 40 players after September 1.

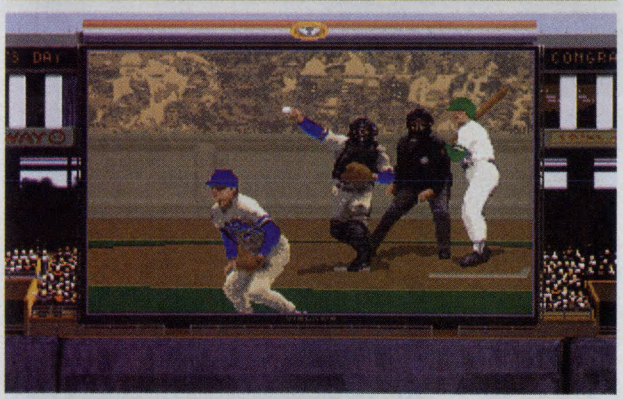
Players can also create their own leagues and teams, then play against a friend, saving their creations to disk. And if it all gets get a bit too much then the eponymous Tony is on hand to offer a bit of expert advice.

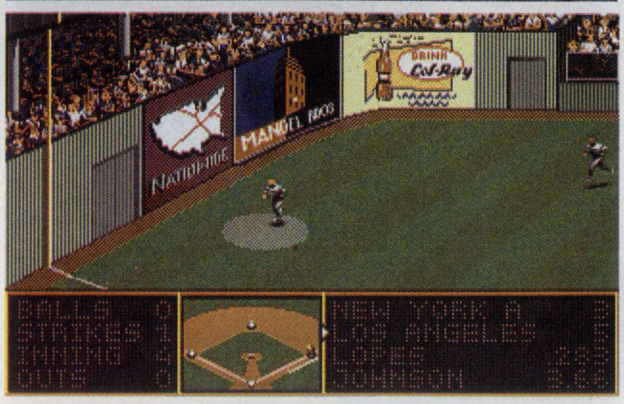
Game scheduling is accomplished with a season generator, which creates a full 162 game schedule complete with round-robin tournaments, play-offs, and a world championship for 2-28 teams. Alternatively, players can choose a real-life 1990 or 1991 schedule. Other features include double-headers, rain-outs, wind effects, left and right handed players, and a radar gun to track pitch speeds. And for players who like to record their accomplishments, detailed game summaries may be printed out.

For those to whom too much isn't enough, SSI will be bringing out three expansion disks for this program. The **MLBPA Expansion Disk** will offer over 1000 currently active pro players and their likenesses. The **Stadiums Expansion Disk** features 28 Major League ballparks that are currently in operation and finally, the **Fantasy Manager Expansion Disk** offers a draft utility. But the hot dogs, where are the hot dogs? ❑

Tony LaRussa Baseball will be released by SSI in March with the expansion disks to follow soon after.







New!

TRISTAN™ Pinball

Available for IBM PC and Macintosh color computers.

"Best Simulation" Finalist 1991
-Software Publishers Association

"(TRISTAN) should be a big winner."
-John Sculley

"You can easily forget you're playing on a computer."
-Miami Herald

"TRISTAN puts a new tilt on old fashion pinball."
-MacWEEK

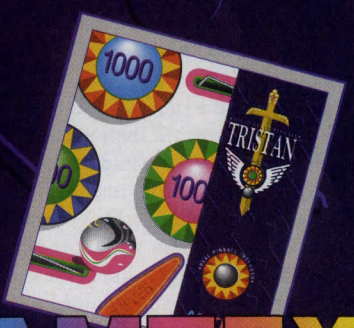
"Superbly lives up to its billing as solid state pinball."
-MACWORLD

Enjoy the Excitement of Real Pinball!

- Authentic Ball Action
- Wild Pinball Devices
- Fabulous Sound
- TILT and much more...

To Order: Contact your favorite retailer or call
(613) 967-7900.

Compatible with Windows 3.x, Sound Blaster™, Adlib Sound™, and 256 color VGA.



AMTEX™
SOFTWARE CORPORATION

Reader Service No. 57

Amtex Software Corporation • 206 George Street • Belleville, Ontario Canada K8N 3H4 • voice (613) 967-7900 • fax (613) 967-7902

V for Victory: Market Garden

Keith Zabalaoui and Eric Young of Atomic Games go Dutch

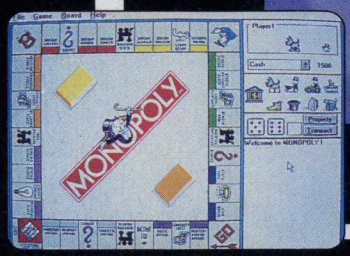
September 17, 1944. The Allies have liberated Paris and the titanic struggle in the East is still raging. German forces are retreating everywhere. For nine days, Britain has suffered under continual assault from Hitler's new terror weapon, the V2 rocket. British military intelligence has identified V2 launch sites in Belgium and Holland and Churchill wants these sites destroyed.

Pressure drop

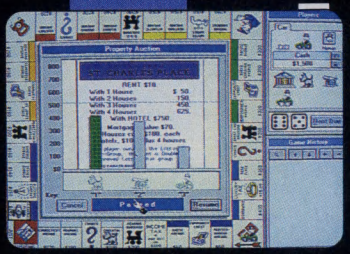
At Churchill's request, British general Montgomery devises a daring and dangerous plan that would both isolate the V2 launch sites and secure a bridgehead over the Rhine. The plan has two distinct parts. The first, code named Market, involves dropping more than 30,000 British, American, and Polish paratroopers behind German lines to grab and hold six important bridges. The second part, christened Garden, is a sort of enormous connect-the-dots game with the British XXX Corps (30 Corps) advancing up the main highway from Belgium to Holland, relieving the paratroopers as XXX Corps reaches them. General Eisenhower, the supreme Allied Commander, is against the plan, but yields to enormous political pressure. After one week of planning, Operation Market Garden is ready to rock. This is the setting for the third installment in the **V for**

Trade Up!

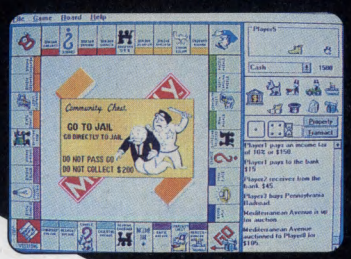
The Game You Grew Up With Has Grown Up Too!



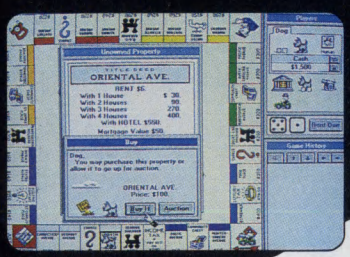
WINDOWS ™ version



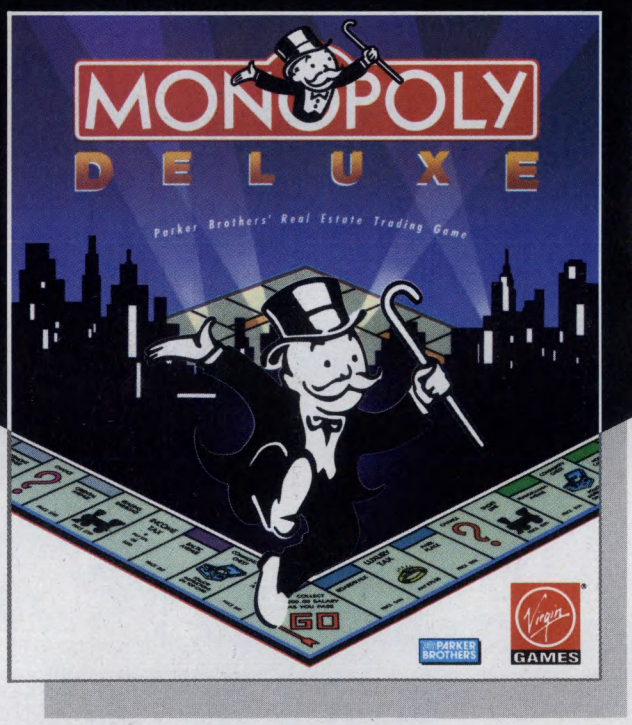
IBM PC version



WINDOWS ™ version



IBM PC version



It's more mercenary than your lawyer, shrewder than your accountant, greedier than the IRS and tougher than your granny. Get ready for the most challenging game of Monopoly® you've ever played with MONOPOLY® DELUXE.

Combining 90's technical know-how with plenty of good old-fashioned fun, the best-selling boardgame of all time is back and better than ever with completely revamped levels of difficulty and greatly enhanced graphics for your computer! You'll get more deluxe for your bucks with dazzling animation of all ten official tokens, easy-as-pie interface, a game activity log that keeps track of all previous moves and the ability to play by traditional or custom-designed rules.

Enjoy the thrill and excitement of wheeling and dealing as you amass, or reluctantly part with, great fortunes buying and selling railroads, utilities and properties of all types. This game's a must for the library of any TRUE gamer or future real estate tycoon!

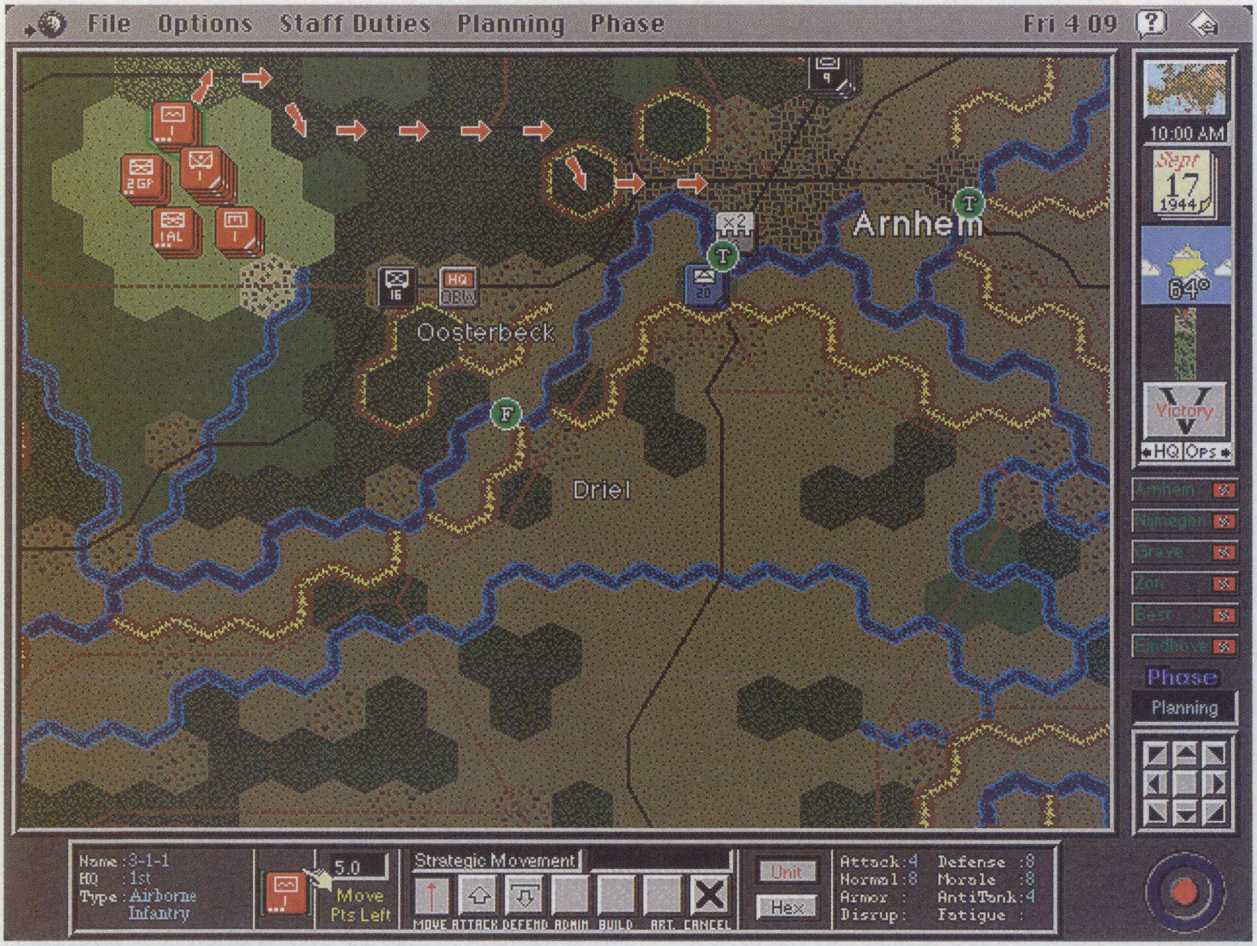
PARKER BROTHERS

WINDOWS ™ version features all of the DELUXE features listed above plus the added bonus of easier-to-use point-and-click interface.

MONOPOLY® DELUXE with the ultimate easy-to-use point-and-click interface will be available this fall in PC and WINDOWS ™ versions.

For more information, pricing and orders, please call 800-VRG-IN07. VISA, MASTERCARD, AMERICAN EXPRESS and checks accepted.

MONOPOLY® and RICH UNCLE® design are registered trademarks of Tonka Corporation.
Rich Uncle© 1936, 1992 Parker Brothers. All rights reserved. Monopoly © 1935, 1992 Parker Brothers, Inc., a division of Tonka Corporation. All rights reserved. Licensed to Virgin Games, Inc. ©1992 Virgin Games, Inc.
Virgin is a registered trademark of Virgin Enterprises, Ltd. Windows™ is a registered trademark of Microsoft Corporation.



Victory series. Popularized by Cornelius Ryan's *A Bridge Too Far*, Operation Market Garden has been the subject of many classic board games and has been continually requested by owners of **V for Victory**. Historically, the operation was an Allied failure. The bridge which crossed the Rhine at Arnhem, was never seized and of the more than 10,000 men of the British 1st Airborne Division who were sent to capture it, only 2,000 survived. But even in failure, there are lessons to be learned and Market Garden teaches us quite a few.

The Allies - Market.

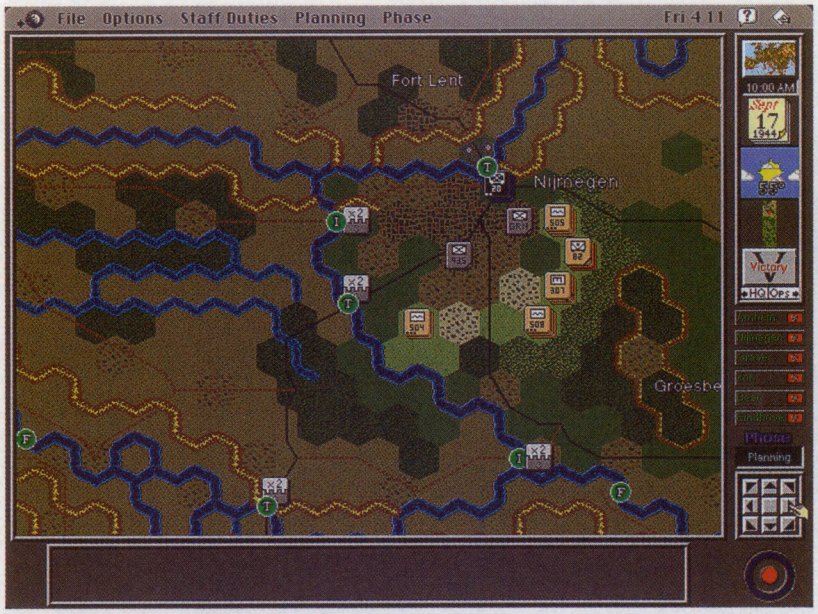
The airborne units were to be used as shock troops. They were high quality, well-trained men who could move quickly and seize the bridges. But they were lightly armed and could not hold the objectives for long. They relied on XXX Corps reaching them quickly. Market Garden represented the largest parachute operation of the war. This factor alone presented major logistical problems. For instance, the Allies didn't have enough air transport to land all the airborne units at once. So only portions of each division were landed on the first day with the rest landing on subsequent days. It was also a multinational operation combining British, American and Polish forces. This presented problems in communication and coordination. In addition, it was a daylight drop. This meant that although the units would be less disorganized upon landing, they would also be more vulnerable to detection and attack.

The Allies - Garden.

British XXX Corps, starting from positions in Belgium, was to drive the 65 miles to Arnhem in three days. At the front of the spearhead was the Guards Armour Division, a large and potent attack force ideal for blunting German resistance. Behind them came the rest of the fully motorized corps, including special bridge repair units.

Since this operation relied on speed, the British were unable to advance in a broad front and keep even pressure on the Germans. The Allies also did not give full weight to the intelligence given them by aerial reconnaissance and the Dutch underground as to the strength of the German forces in the area around Arnhem. As a result, they refused to believe that there were two SS panzer divisions in the immediate area.

Since the Allies never gained technical or tactical superiority on the ground, they relied heavily on air superiority. Unfortunately, they failed to use this asset to full effect. To reduce mistaken air attacks on the airborne formations, Allied pilots were told not to shoot at ground targets that didn't shoot at them first. There was also no command network for air support with the airborne forces until they were linked with XXX Corps. In addition, many units couldn't



even contact the pilots due to incompatible radio sets.

At first, the objective of the airborne invasion was not clear, but as intelligence reports came in, the goals were unmistakable: the bridges. The Germans had wired all of the bridges with explosives, even secondary foot bridges. They were theoretically prepared to blow them up, but there were far too many German units on the wrong sides of these bridges for wholesale demolition. Instead, it was clear that the British had to advance along a single, narrow highway. Delaying such an advance would be easy, and time was, for once, a German ally.

The Germans.

The key for the Germans was really that the British had to advance in a thin line up a long road. The Germans were able to achieve numerical and qualitative superiority anywhere they chose along that line. They were also able to stop the whole parade with a single, well-placed gun anywhere in front of the column. In addition, the Germans had fallen back to their main supply networks and had plenty of supply to run an offensive and were not hampered by Allied air interdiction of their supply lines.

Simulating history

Market Garden should prove a valuable addition to the **V for Victory** family. It provides each side with high-quality units and requires different tactics be used in four separate areas of the map, all at the same time. The Limited Intelligence model allows the German player to lay traps and ambushes for the Allied player as he advances up the highway. The British commander must decide to either push XXX Corps slowly, in a tactical mode, to reduce casualties from ambush or to race to Arnhem and the surrounded 1st Airborne and risk his own men. In addition, he never knows where all the German units are at any time. The German player can attack, break contact, and slowly vanish from sight, only to appear elsewhere.

The Air Support model accurately portrays the missions versus 'mistaken attacks' dilemma. It also provides more information to the player with air superiority. This model has been upgraded specifically for this battle. The Artificial Opponent has been modified to operate aggressively in this unorthodox venue. It knows about the bridges and their importance to the Allied operation and it will defend or attack them with vigor.

More bridges

No **Market Garden** game would be complete without bridges. The campaign game features 15 tank bridges, 13 infantry bridges, and 4 ferry crossings. Each of these river crossings has a variable chance of blowing as the Allies approach it for the first time, making for a different game each time. Plus, we have added player-definable engineer crossings and bridging engineers which can rebuild blown bridges.

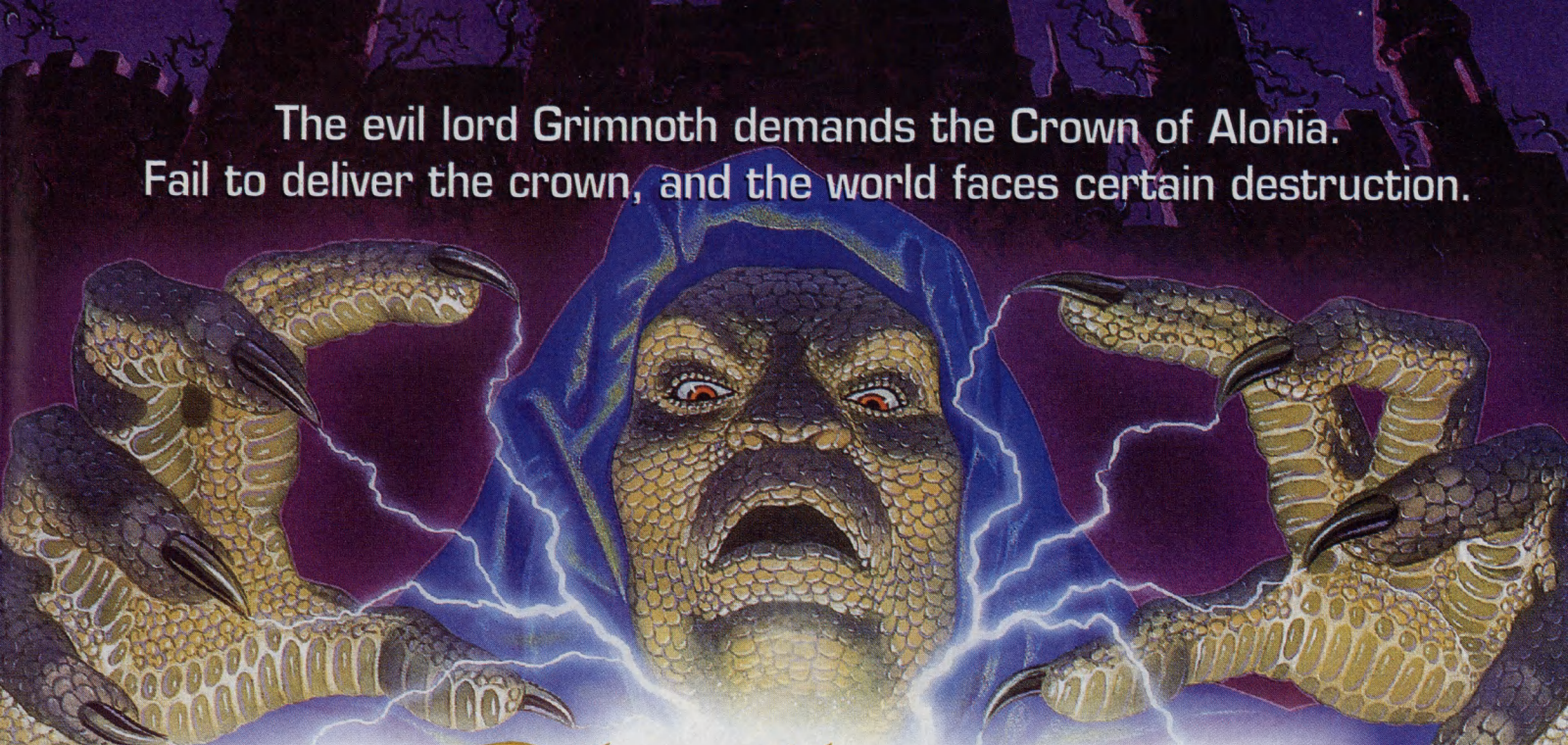
In addition to seven new scenarios we have also added the following new features to the **V for Victory** series which will debut in **Market Garden** but will also be available for **Utah Beach** and **Velikiye Luki** (where applicable.):

- Nationality:
  Market Garden is our first multi-national battle. Until now, it was easy to say who had won the fight and which flag to display. But we, as Americans, felt strange showing a British flag when the 82nd or 101st airborne won the battle! And our Polish friends made similar comments. So, **V for Victory** now keeps track of the nationality that won each battle and which nation controls each victory location. Each nation also has unique staff assistants.
- User-Definable Para-Drops:
  Players may now optionally select non-historical drop zones for incoming paratroopers. This can greatly change the complexion of the game and give the Allied player a decided edge.
- New Terrain:
  Much of the area around Arnhem is extremely wet and impassable to vehicles. This terrain is called 'polder' and looks like a mud field. The polder is there because the Dutch built dikes to keep the water out of these areas and so, we have added these dikes to **V for Victory**. We have also added a new class of river that can only be crossed at a crossing mentioned above. These three elements tend to further 'channel' the British advance to Arnhem and make them prey for the Germans.
- Communications:
  We will *probably* be introducing multi-machine play for **Market Garden**. At the time of writing this has not been completed so we are reluctant to give exact details.

In **V for Victory: Market Garden** we have refined the system in less tangible ways as well as attempting to incorporate users suggestions into the game. We think this is a simulation which players will play again and again. That is, until Sword/Gold/Juno comes out.❑

V for Victory will be released by Three Sixty Pacific for the IBM PC and Mac in late March

The evil lord Grimnoth demands the Crown of Alonia.
Fail to deliver the crown, and the world faces certain destruction.



Challenge of the Five Realms

Spellbound In The World Of Nhagardia™

The multi-dimensional world of Nhagardia is quickly becoming paralyzed by Grimnoth's terrifying plague of darkness. As Prince of Alonia, you now have 100 days to keep the world from being cast into eternal despair!

But is 100 days enough? After all, in addition to confronting Grimnoth's evil forces, you'll have to unlock the many mysteries behind his power. You'll need to overcome the myriad obstacles that dot each realm. What's more, by accepting this great challenge, you'll be the first in many centuries to traverse the five magical realms of Nhagardia. Which means there's no telling what you're in for!

Will the fantastic beings you need to complete your quest actually come to your aid? Will you have the mettle to survive adventures in a vast underwater land or a magical kingdom in the sky? And will you find all the clues and enchanted objects you need to break Grimnoth's sinister spell?

Actual screens may vary.

Your actions will determine your fate as you journey through Challenge of the Five Realms, an original fantasy role-playing adventure from adventure gaming hall-of-famer Marc Miller.

Challenge of the Five Realms will thrill you with a multitude of wondrous and unpredictable scenarios. Scenarios brought to life by hundreds of strange and magical beings, compelling animations, captivating digitized speech, streamlined character generation, and spellbinding graphics!

Grimnoth has thrown down the gauntlet. Now are you brave enough to pick it up?!!

MICROPLAY™ SOFTWARE

Marketed by MicroProse Software, Inc.

Call 1-800-879-PLAY

180 Lakefront Drive, Hunt Valley, Maryland 21030-2245.

© 1992 MicroProse Software, Inc. ALL RIGHTS RESERVED.

For IBM-PC/Tandy/compatibles.

Reader Service No. 5

V for Victory

Velikiye Luki

By Peter Szymonik

Designed by
Ed Rains, Eric Young, Keith Zabalaoui, & Larry Merkel

Published by:
Three-Sixty Pacific

Systems
PC Mac

PC graphics
SVGA VGA

Notes
Available for $39.95 from Three Sixty Pacific to registered owners of **Utah Beach**

Velikiye Luki is the second installment of the V for Victory computer wargame series from Three-Sixty games. The first game in the series, **Utah Beach**, won unanimous praise as well as being voted this magazine's Game of the Year for 1992.

Velikiye Luki is set at regimental level and set in northern Russia around the small, but strategically important eponymous city during the Winter of 1942-43. The capture of this city was important to the Germans because all major roads and railways running between Leningrad and Moscow ran through it.

Players can opt to play either side in the conflict. As the Germans, players use reinforcements to relieve the besieged city by attempting to stop the Soviet advance. As the Soviets, the goal is to liberate the city from the Nazi invaders.

Each hex in the game represents one square kilometer and each game turn is four hours of real time. Individual units in the game are battalions and companies. All of these can be represented on screen as either standard NATO military symbols, or pictorial icons.

Snowed under

Following up on the stunning graphics found in **Utah Beach**, **Velikiye Luki** offers more of the same outstanding detail. The mapboard and units are all displayed using high-res graphics and exceptional color. This is best appreciated on a SVGA monitor capable of using the VESA video drivers included with the game, but standard VGA displays are supported as well. Unit types are differentiated using different color schemes.

Terrain in the game changes color to reflect changes in the weather conditions. During deep snow, supply is all but nonexistent. Engines also refuse to turn over, stopping units in their tracks (excepting ski troops, of course.)

Variants

Game variants allow players to use certain nearby military units which were available in the vicinity of the conflict, but which didn't actually historically participate in the battle. The German player has the option of redirecting reinforcements and supply earmarked for the Velikiye Luki garrison to other German units on the mapboard.

Air superiority levels, weather conditions, and 'realism' can also be customized from this screen. Realism offers limited intelligence and fog-of-war options for a true wargame experience. If these options are enabled, enemy units will be hidden from view and marked by generic 'side' or 'type' markers when encountered. As an unknown unit is engaged, more information becomes available regarding its composition and strength.

Unique to the **V for Victory series**, these options can also be extended to apply to friendly units as well (reflecting poor communications caused by the horrific conditions experienced on the Eastern Front).

Velikiye Luki can be completely customized. Supply lines, hexgrids, hex ownership shadings can all be toggled on or off. A host of other customization options are also available. These options allow players the ability to create a gaming environment they are most comfortable with.

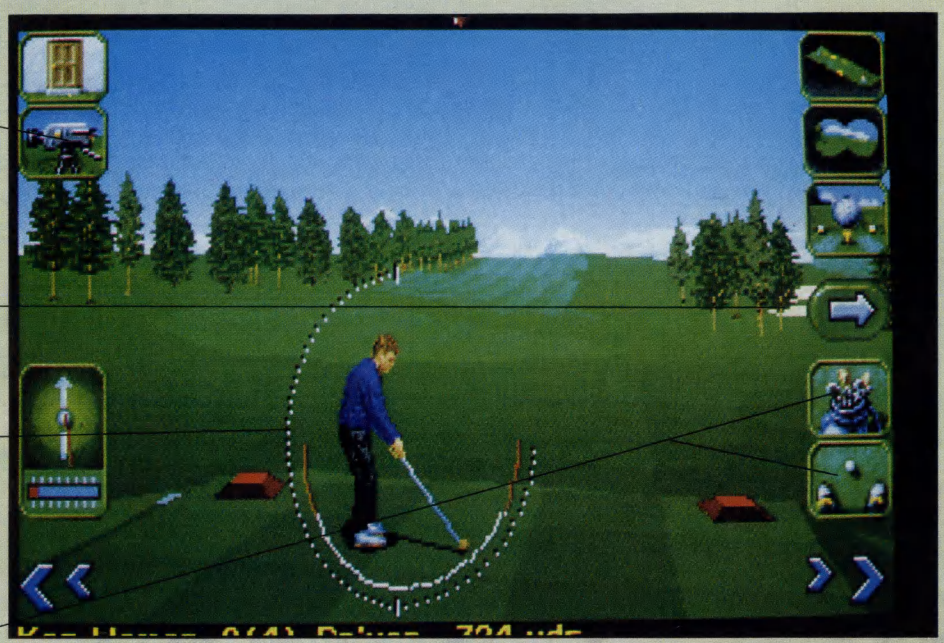
A game can be played on two levels, strategically, delegating most combat tasks to the computer, or tactically, allowing complete control over all aspects of combat, supply, and movement. Artillery has been significantly enhanced over the options available in **Utah Beach**. An artillery unit must first be instructed to prepare, only then can it plot offensive and defensive fire missions.

Velikiye Luki is played in phases. The first phase is the Planning Phase. In this phase, each unit (or stack of units) is

If it played any faster it'd be a flight simulator.

Tired of slow play? Well, there's no waiting around with Greens' instant screen redraw. Spectacular 256 color 3-D graphics set you up for your next shot as soon as the ball stops rolling.

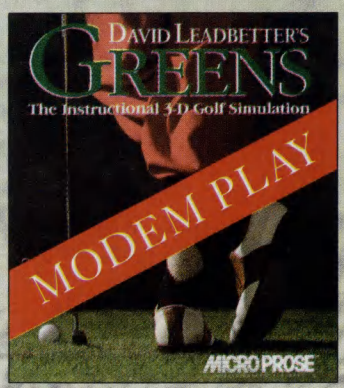
- MORE FUN– What a view! Watch your shots from every possible camera angle with your choice of seven unique vantage points!
- MORE COMPETITION– With Greens' modem play capabilities, you can compete against a friend in any of a dozen different types of games! Greens also has the risks of the real game. Sand traps and water hazards are poised to swallow your golf balls on six challenging courses.
- MORE REALISM– You haven't experienced realism in a computer golf simulation until you've witnessed Greens' incredibly accurate ball flight and swing dynamics.
- MORE OPTIONS– Club selection is just the beginning of Greens' many options. You can adjust stance, swing, tee, and ball positions...and see their effect on your shots before, during, and after each stroke. Your player profile and handicap will even change over time so you can improve your game.



Actual screens may vary.

"While all [Greens, Links 386 Pro, PGA Tour for Windows and Jack Nicklaus Sig. Ed] performed admirably, David Leadbetter's Greens just couldn't be matched for sheer enjoyment."

PC Review Nov. 1992



"Fly" your ball as you speed through Super 3-D graphics!

MICROPROSE®
ENTERTAINMENT • SOFTWARE

SERIOUSLY FUN SOFTWARE

© 1992 MicroProse Software, Inc. ALL RIGHTS RESERVED.

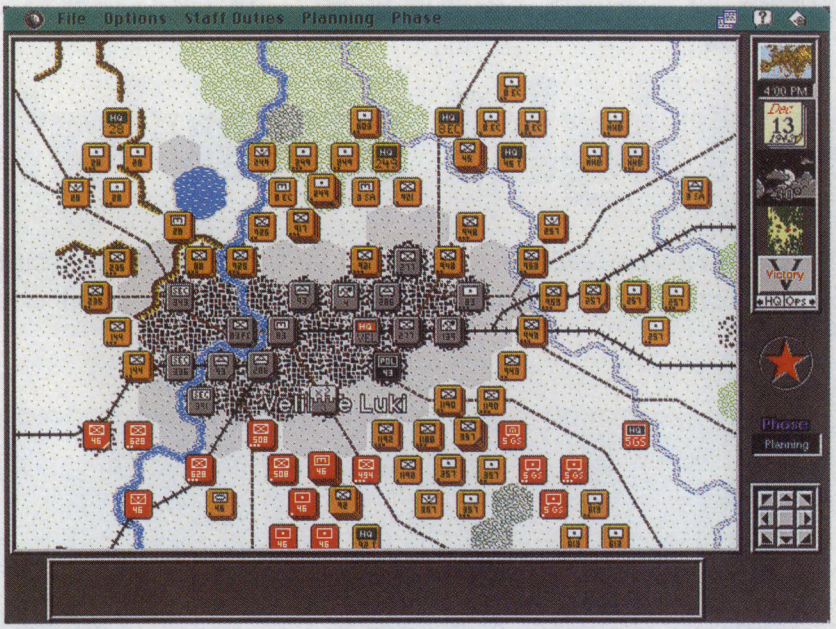
To get our free catalog, call 1-800-879-PLAY Mon.-Fri., 8:30 am-5:00 pm EST or fill out the coupon and mail it to: MicroProse Software, Inc. 180 Lakefront Drive • Dept. D10 • Hunt Valley, MD 21030-2245

Name: _____

Address: _____

City: _____ State: _____ Zip: _____ QAJ

Reader Service No. 5



selected and given orders using the mouse and a point and click interface. After all orders are plotted, the Execution Phase begins. The computer calculates combat odds, adjustments, terrain effects, etc. and in seconds, all combat and movement is resolved. The After action Action phase then follows. This phase allows the player to go up and down the battlefield one combat at a time to review the action.

In each hex where combat took place, a Nazi or Soviet flag is displayed, showing the victor of the battle. Clicking on the flag reveals a detailed combat analysis display. Morale plays a big part in the success or failure of a unit's ability to carry out its orders. The After Action screen displays troop performance and the severity of the unit losses. By closely watching these reports, it's easy to spot units which consistently perform well, as well as those that are best left behind the lines.

In the air

Neither side enjoyed a substantial level of air superiority after 1942, so air power doesn't play a large part in Eastern Front simulations. That doesn't mean it was left out of this game. Air strikes can be ordered at the start of each day in **Velikiye Luki**. These strikes are used to support offensives, to protect defensive positions, or to interdict enemy supply lines.

Supply played a big role in all actions on the Eastern Front, and this is no exception in **Velikiye Luki**. Supply is measured in terms of raw tonnage based on historical tonnage figures gathered from WWII archives. Supply is doled out at five different levels. Attack supply effectively doubles the availability of gasoline and food. This increases unit strengths up to 50% and morale rises. General or Defensive supply lets units stand their ground. Minimal or no supply will wreak havoc on a unit's readiness and morale. Units without supply will also eventually surrender.

Setting the tone

It is clear that **Velikiye Luki** is a highly detailed simulation. A lot of effort has gone into the game's design and historical accuracy, not to mention its programming and outstanding VESA-standard SVGA graphics. But like **Utah Beach** before it, **Velikiye Luki**'s level of game complexity is largely up to the player.

Because of the wide array of game features and options that can be toggled or delegated to the computer, **Velikiye Luki** can be a highly detailed historical simulation which allows players the ability to control every facet and game detail. A game configured this way would take days to finish. On the other hand, things can be substantially toned down simply by allowing the computer to handle more of the mundane tasks like supply and artillery support. Played on this level, the game can be completed in a long afternoon and is simple enough for people new to computer wargames. The computer can even be instructed to play both sides, turning the game into a simulated historical 'movie.'

Velikiye Luki is primarily designed for human vs. computer play, but by exchanged saved game files 'remote' opponents become a possiblity. Also, by using limited intelligence and fog of war rules, two players can also enjoy a 'great double blind' game by taking turns on the same computer.

Holding actions

Velikiye Luki wins praise for being everything **Utah Beach** was, and more. There are more player options, better and more detailed game displays, more types of units, different types of terrain, enhanced combat options, and a strong focus on WWII warfare and the importance of supply. The game shares something else with **Utah Beach** as well; namely, a few minor oddities in the artificial intelligence routines.

In the initial release of **Utah Beach**, the computer had an annoying tendency to be overly defensive and shied away from combat, sometimes to the point of 'retreating' its units behind enemy lines. This quirk was quickly fixed in a patch disk. (This upgrade is now available directly from Three-Sixty and is strongly recommended).

In **Velikiye Luki**, the computer does a generally good job of giving the player a real challenge. Whether playing the Germans or the Soviets, the computer always puts up a good fight. However, a minor quirk was noticed during some sessions with the game. Victory points are earned in the game by capturing and holding several key territorial objectives (points are also awarded for eliminating enemy units.)

At times the computer seemed to ignore the value of some of the territory it was holding. Infrequently, computer-controlled units did retreat out of objective hexes when 'hold-at-any-cost' orders seemed more appropriate. This certainly isn't a rampant bug and in no case did it affect a scenario's final outcome, but perhaps the game's AI routines could use some minor tweaking.

The next **V for Victory** game is scheduled to be an 'Market Garden' game. If **Velikiye Luki** is any indication of what we can expect from the **V for Victory** series in the future, then computer wargaming's best days are still ahead of us.❑

The Magic Candle III™

The ancient Solian lands have new arrivals: Monsters of the Blight!

The Blight is consuming the ancestral homes of the elves and humans, halflings, goblins and orcs. It's up to you and your chosen heroes to slay the Blight's monsters and solve its mysteries!

With *The Magic Candle III,* Mindcraft continues its tradition of excellence in fantasy role-playing.

Your party will have characters handcrafted by you, marching side by side with the friends old and new your hero meets along the way. They will need weapons and magic—and, most of all, their wits—to survive and defeat the Blight!

Delightful 256-color graphics, glorious music and digitized sound effects, and a compelling story with fascinating characters make *The Magic Candle III* your key to many hours of enjoyment.

MINDCRAFT

2291 205th Street, Suite 201, Torrance, CA 90501

(Actual screens may vary.)

Reader Service No. 10

Белый Смерть На Русском Переднии

Steve Wartofsky revisits Velikiye Luki

The time: November, 1942. The place: the Russian Front (near Stalingrad and Rzhev). Soviet and Nazi forces are locked in a struggle to the death. Hitler's forgotten the lesson of Napoleon's march on Moscow, and Nazi troops are mired in the mud; fortunately for them, so are the Soviets. However, the winter chill has just begun making the rivers and swamplands of Mother Russia no longer the defense zones they were just a few short weeks before.

Under siege

One year prior, Dimitri Shostakovich had finished writing his Seventh Symphony (*Leningrad*), a piece born from the appalling Siege of Leningrad, perhaps the most devastating siege against a city in human history. His Eighth Symphony, *Op. 65 in c minor*, was being written in Leningrad in the midst of that same siege a year later, around the time the battle for Velikiye Luki was warming up.

On November 4th, 1943, as a kind of musical Chanukah, Yevgeny Mravinsky performed the Eighth in Moscow, as a testament to the spirit of endurance present in the people of Leningrad, and as a repudiation of the barbarism the Nazis were still in the process of inflicting on the world.

By that time, Nazi forces had been virtually defeated in Velikiye Luki; of the estimated 25,000 German forces involved in the attempt to hold Velikiye Luki, barely 500 survived, just long enough to (at least theoretically) halt the Soviet effort to break the Vitebsk/Leningrad supply line. Velikiye Luki was (and perhaps still is) a small city, not particularly important in and of itself. But in 1942, most of the area surrounding it was complete wilderness, and it thus appeared as an easily defensible outpost along the Vitebsk-Leningrad supply line.

Critical supply

Months prior to the engagement between Soviet and Nazi forces, the Nazis had been fortifying this outpost to guarantee its strategic viability, as the hinge point right in the middle of the Eastern Front, behind the front lines a hundred miles to the east. Along a thinly-defended rear area, every stronghold present to sustain the flow of supply was invaluable (surprising, then, that Goering, one of the many incompetents in the Nazi military, should have ordered the 7th Flieger Division to stay in place rather than provide support for this vital fortification).

As a result of the Nazi fortification, and the severe shortage of artillery available to him, Lieutenant General Perkayev was put in a critical position; as Frank Chadwick spells out so succinctly in the manual to his game **White Death** (published by Command Simulations in 1989 and currently available from RAW Entertainment), '...until the city was at least partially in Soviet hands it would be difficult to put even divisional artillery across the Lowatye River [a crucial defensive river running north to south just west of Velikiye Luki proper].

'The resulting tactical situation was fraught with potential peril: Velikiye Luki had to be taken to threaten the Nevel-Leningrad railroad in strength. Velikiye Luki, to be taken, had to be isolated and then pounded into submission by heavy concentrations of artillery. To surround it, troops had to be put across the Lowatye, but to mass the artillery concentration necessary to take the city the troops would have to leave their divisional guns on the east bank, thus leaving them vulnerable to a counterstroke' (page 22 **White Death** manual). A tough nut to crack indeed.

All the more disturbing, then, that in Three-Sixty's latest game, **V for Victory: Velikiye Luke - 1942**, literally no

V for Victory: Velikiye Luki
is published by Three Sixty Pacific and reviewed in this issue

White Death
is published by RAW Entertainment and is available for the PC and Amiga

TEGEL'S MERCENARIES

General Tegel has plans for some covert operations. Not things he could order someone to do . . . but things he could *pay* someone to do.

And, as it happens, you—and your colleagues—can be bought.

Mindcraft presents: ***Tegel's Mercenaries*** . . . an intriguing concept in futuristic strategy gaming.

You lead a squad of interplanetary mercenaries picked from twenty of the most notorious men, women and aliens this side of the Magellanic Clouds.

- Belk Otem, with his Delaser rifle and cybereye
- "Smokey" Okrara, the green-skinned, two-trunked chlorophant
- "Bombshell" Divan, "Tunes" Krakowski, and 16 more!

Start with a "diplomatic" mission to the ice planet of Nueva Nevada, then go wherever the general sends you next. Just remember the most important thing: you're in it for the money!

When you are through with Tegel's tours of duty, strike out on your own! Use the Scenario Kit & Working Interface Developer to build missions to challenge the most hardened mercenaries.

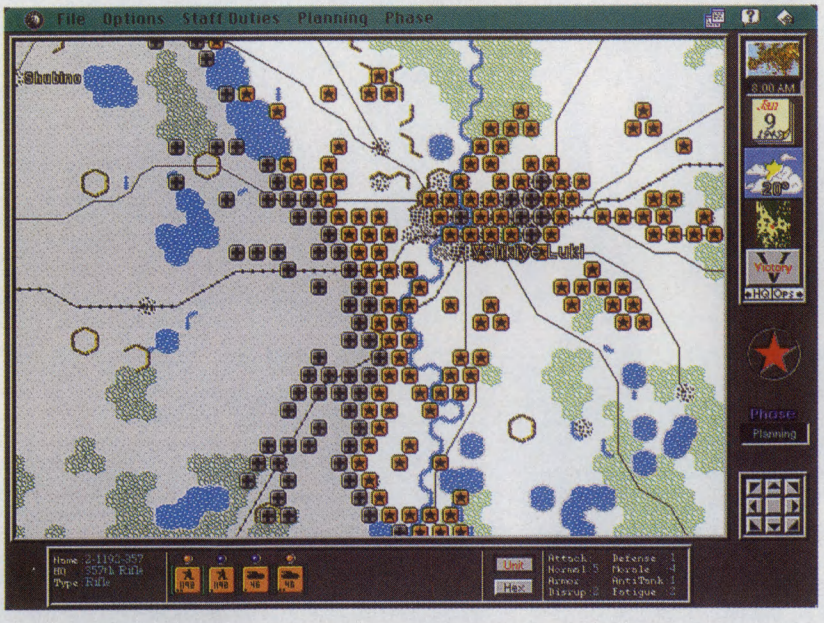
A new level of excitement, from the makers of the award-winning *Magic Candle* and *Siege!*

MINDCRAFT

2291 205th Street, Suite 201, Torrance, CA 90501

(Actual screens may vary.)

Reader Service No. 10



mention is made of the difficulty of this strategic situation from the Soviet standpoint. On the contrary, the propaganda of the manual buys all too easily into a kind of prejudice that has characterized American xenophobia since the Indians ('native Americans' as the obfuscating politically correct crowd would say) were first encountered; the schismatic 'we' and 'them' of that period were the literal manifestations of this paranoia. The chilling thing about the **V for Victory: Velikiye Luki** manual is that this 'we' now appears to include Nazi Germany.

In place of Chadwick's more balanced (and more informed) analysis and assessment of the actual historical situation (which makes a wonderful read, by the way), Three-Sixty have opted for a more generic technical assessment of the sheer capability of Nazi vs. Soviet forces. Certainly this perspective seems accurate in terms of the representation of numbers and hardware involved, but totally ignores the human element, specifically both the morale factor and the strategic and tactical challenge faced by the Russians.

Dire straits

Given the strategic significance of Velikiye Luki, it's no wonder the Soviet forces of the Third Assault Army worked from mid-November to mid-January to try to break up the Vitebsk-Leningrad railroad. East and South, the majority of the Soviet forces were locked with the majority of Nazi forces, thus leaving both sides in this scenario in desperate straits.

What potential support there was seemed needed for potential reserves for the rest of the Eastern Front, and thus Soviets and Nazis alike in this conflict were left with absolutely minimal resources to accomplish their respective tasks. This is perhaps what makes the battle of Velikiye Luki such an interesting one to simulate: neither side was really in any kind of 'win' situation.

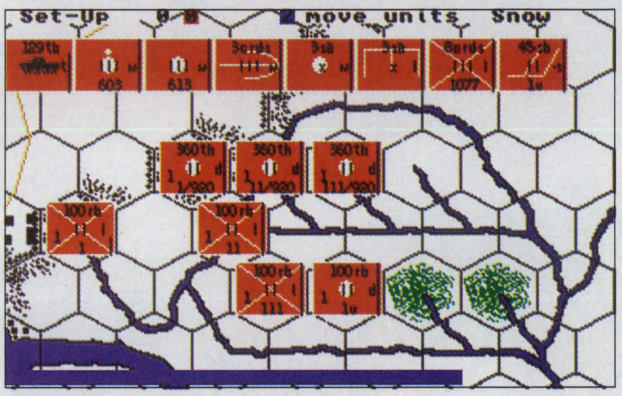
There were formidable odds, which had little to do with the effectiveness of individual units, or the quality of machinery, posed for both sides. The Nazis ended up making a desperate attempt to break out of an increasingly successful encirclement, consisting of forces made desperate themselves by the extent they were stretched to cover limitations in areas like artillery and air/ground support.

Unfortunately, **White Death** fails as a simulation to live up to the complexity of the strategic situation so literately outlined in its accompanying manual. **V for Victory: Velikiye Luki - 1942** does a spectacular job of offering the player a chance to engage in these strategic challenges for both sides. It's the analysis of the historical situation that's found wanting.

If anything, Velikiye Luki as a battle within the larger Eastern Front history should be given even further consideration in wargaming as the basis for understanding and simulating the complexity and influence of supply to the Nazi front, especially when thinking about the consequences of that supply on places like Leningrad.

History is bunk

The design is clearly founded upon much more systematic research of the Nazi perspective on the events at hand than it is on Soviet and Russian perspectives. While some might feel even two games representing the same historical

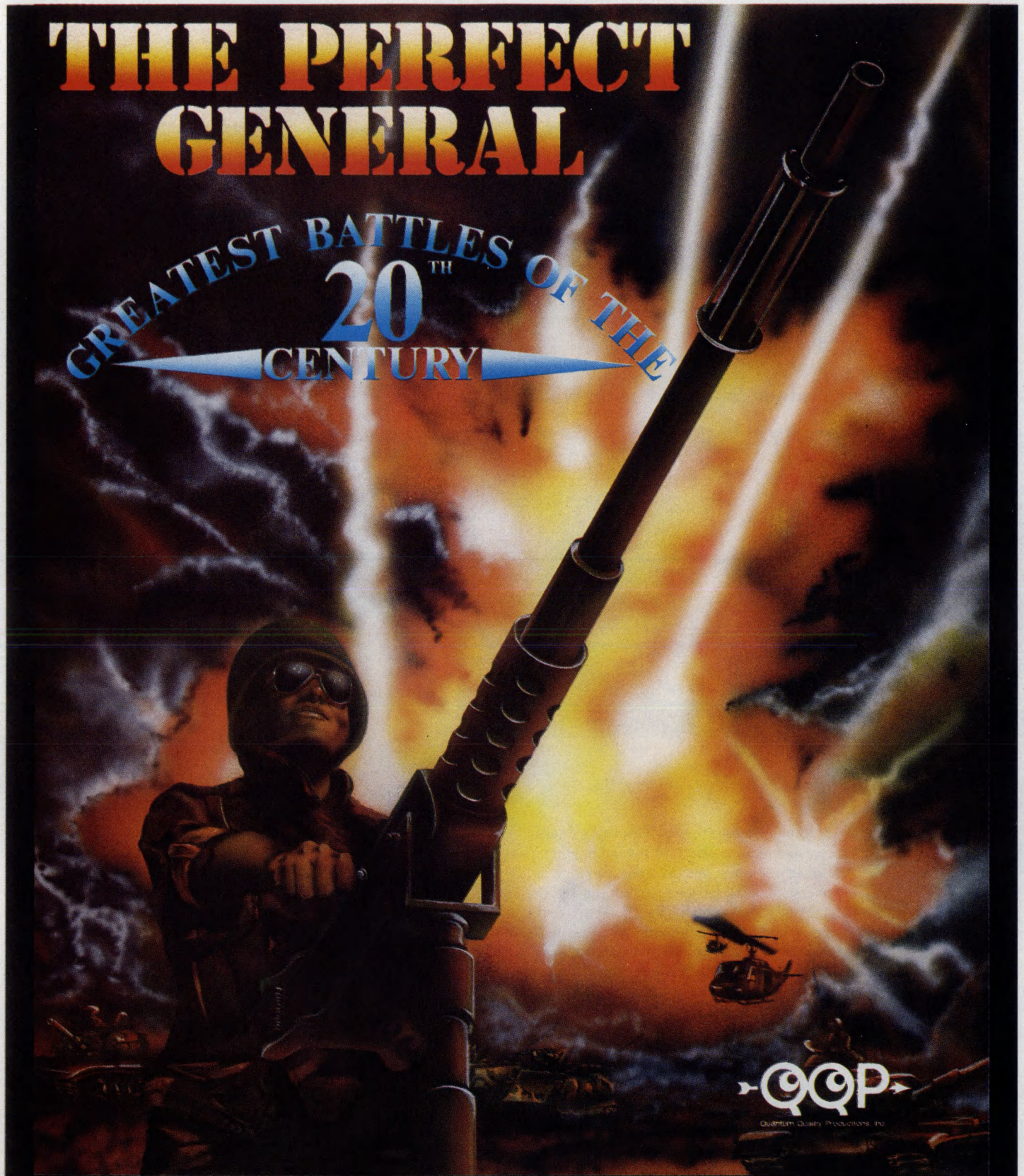


White Death: rudimentary

situation is already overkill, it can be argued on the contrary that what Three-Sixty's design does is open up the possibility of producing a competitive design that gives much more credit to the Soviet units, providing an opportunity to see history from a Soviet perspective.

In the game itself, the AI running '**VL**' tends to be quite appropriate to the historical capacities of the two sides represented. Yet here lies the rub: if we've finally got to the point where the design of a scenario can reflect the historical tendencies of the situation, then the point of dispute can devolve around whether or not the history being represented is correct.

In other words, the development of computer wargaming has reached the point where some semblance of historical accuracy has been reached, leaving the way open for debates to focus on the accuracy of history itself. Since history is never objective (though some history is clearly more propagandistic than others), we can expect future wargame designs to reflect the opinions of the historians - amateur or professional - over the situations being represented in a game. While **White Death** is in many ways too rudimentary a game to compete with **VL** as a wargame design, it at least has the merits of giving the player a chance to contest different kinds of thinking about the history being represented.❑



20 new and exciting scenarios for the award winning Perfect General. Challenge the computer or your friends to some of the greatest battles of our century!

- Gorgeous Playing Field
- Clean and Simple Interface
- 3 Difficulty Levels

LIST OF BATTLES:

- Stalingrad
- Falklands
- Malta
- Suez '73
- Suez '67
- Kursk
- Inchon
- Guderian
- Bataan
- Fulda
- Long Binh
- Saigon
- Shenyang
- + many more

"The Perfect General" computer game is IBM PC and Amiga compatible. It can be obtained through your favorite retailer or ordered direct by calling:

1-908-788-2799

© 1991 QQP and White Wolf Productions. All rights reserved.
IBM is a trademark of International Business Machines.
Amiga is a trademark of Commodore.

Reader Service No. 39

LAND, SEA, AND AIR

John Van Valer on strategy for SSI's Pacific War

A complete guide to Gary Grigsby's **Pacific War** would require a book of several hundred pages. It is a very complex and involved wargame. Even without a terse manual, indadequate tutorial and burdensome interface, the learning curve for **Pacific War** would remain quite steep. While it gets high marks for realism, the manual and interface do not help overall playability much. There is simply too much that is not fully explained, confusing, or not explained at all. Let's look at some areas of the game and see what light can be shed on its mysteries.

On Land

Land combat units may be divided into smaller size units. This is useful for both transportation purposes and combat. A full division may be overkill to defend a particular base, but, broken down, it might be able to adequately defend three bases or at least delay the enemy significantly. The same is true on the offensive as many bases are lightly defended and can be captured with a single brigade or battalion. These smaller units are often eligible for replacements and may end up stronger than when originally divided. The tradeoff in doing so will be reduced experience points.

Engineers should be used to expand airbases and ports whenever possible. Enlargement of airfields and ports are critical to success in the game as they allow the player to bring larger and better supplied combat forces forward. Refer to page 49 of the manual for the maximum port and airfield size for a given type of terrain.

Once a base reaches maximum size, engineer units should be moved to another base in need of expansion. Don't let them sit idle. As with other land combat units, engineers may be divided into smaller units as needed. Great care should be taken not to let them be destroyed unnecessarily in land combat or while being transported.

Land units assaulting an enemy base must be kept supplied. If the only route to the base is by sea, transport task forces (TFs) should bring supplies every turn until the enemy base is captured. The land units will consume supply until their readiness reaches 49 each turn and then excess supply will be lost. These units will not fight without supply points.

At Sea

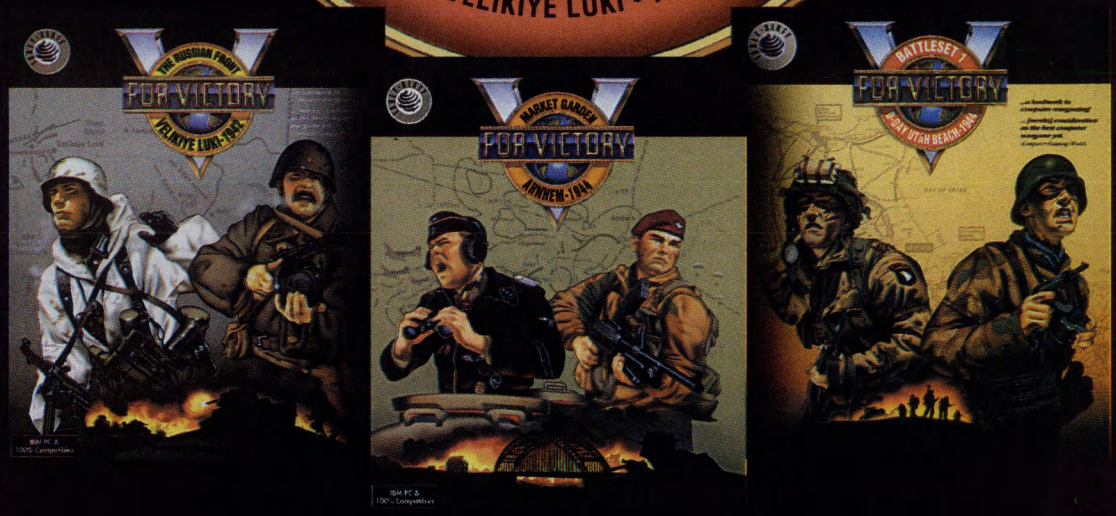
Preparation points are very important to success of TF operations. Unfortunately, the preparation point system is fairly complex and beyond what can be covered here. A good basic rule is to attempt to maximize TF preparation points. This can be done in a number of ways. The larger the port size the TF is based at, the more preparation points will be available to it. TFs whose destination is the same its headquarter (HQ) objective receive an additional 20 PPs. TFs performing operations within 30 hexes of their HQ will also benefit.

Keep in mind the difference between cargo and transport TFs. Transport TFs will move through enemy air zones of control (AZOCs) and must be used for amphibious assaults, 'over the beach' supply, and supply of isolated bases. Cargo TFs, however, will avoid enemy AZOCs and should be used for all other transportation missions.

Sending an Allied TF from Oahu to Port Moresby can result in an attempt to cross through Japanese controlled territory and AZOCs. To avoid this, TF routes should be designed to dogleg these areas by assinging the TF an intermediate base as its destination. Once a clear path between the TF and its destination exists, it can be reassigned to the proper destination. In the Guadalcanal scenario, for example, Suva or Noumea serve as good intermediate destinations for the Oahu to New Guinea and the Solomons routes. Allied TFs moving between the Indian theater and the eastern side of the map will have do move through Australia.

Submarines are the key to the war. Effective use can cripple the enemy while ineffective allocations will give them a boost. Players should not let the computer manage them.

Pacific War
published by SSI, was reviewed in issue 27



WARGAMING WITHOUT COMPROMISE

Strategy Plus Game of the Year - V FOR VICTORY: UTAH BEACH

Reader Service No. 65

THREE-SIXTY PACIFIC • 2105 S. BASCOM AVENUE • CAMPBELL, CA • 95008 • 408-879-9144
THREE-SIXTY DIRECT SALES: 800-653-1360 IN THE U.S. 800-697-2360 IN CANADA

AVAILABLE AT BABBAGES, COMPUTER CITY, COMP USA, EGGHEAD SOFTWARE, ELECTRONICS BOUTIQUE, WALDENSOFTWARE AND OTHER FINE SOFTWARE RETAILERS.

Watch the map carefully during turn execution look for enemy convoy routes (denoted by dots) and keep track of them. Subs should then be placed along these routes to intercept enemy convoys. Move them once spotted by enemy air or on a monthly basis to help them elude detection. Check sub units for the number of enemy ships engaged. If a unit is not finding ships after a few turns, it should probably be moved to better hunting grounds.

Anti-submarine warfare (ASW) techniques are varied and not always effective. Esorting routine convoys (see below), enlarging airfields and filling them with ASW bombers are the most basic. Groups of destroyers can be used as an ASW force by assigning them a surface combat mission and moving the between ports of areas of high enemy sub activity. These ASW TFs can also be positioned near known enemy sub locations by sending them to a port setting their standoff range to the distance the enemy sub unit is from the port.

All high value TFs, those with carriers and transports, should always have ASW assets assigned to them for extra protection. ASW multipliers for escorts go up in 1943 and 1944, so ASW successes will increase over time. Allied submarine effectiveness will also increase over time, reflecting historical advancement in subarmine tactics, so the Allied player should not be discouraged with results in the early stages of the war. The Japanese player, however, will see his submarines become increasingly ineffective from 1943 onward, so he should attempt to maximize efforts in 1941 and 1942. Aggressively attacking Allied shipping is something the Japanese did not do historically and should be done in the game.

Generally, submarines should go after merchant shipping since those forces follow set routes. Positioning subs near major enemy ports or launching points may result in contact and attacks on enemy carriers. Damaged ships will generally move toward major rear-area ports, so subs near those areas may have success as well. Just be aware of enemy AZOCs and avoid them if possible.

Flak effect

As with submarine warfare, Allied flak effectiveness increases during the war, going up in both 1942 and 1943. From 1943 onward, the flak multiplier remains the same and will greatly enhance the survivability of Allied task forces to Japanese air attacks. Delaying major naval actions near enemy airbases from late 1942 until 1943 is worth considering.

Air groups on carriers at sea receive replacements via a Replenishment TF. A Replenishment TF consists of one or more escort carriers (CVEs) carry aircraft. Oilers can also be included to provide refueling. Simply use the Replenishment command on the TF to be replenished and the Replenishment TF (the CVEs) will move to the carrier task force and resupply it as long as it is within a range of about ten hexes. Replenishment TFs are very vulnerable to enemy attack, so provide them with escorts and make sure they operate outside the range enemy forces.

Patrol Craft (PC) can be a very effective means of delaying enemy invasions. While they won't stop a determined enemy task force, based at some of the medium to small ports with a surface combat mission and a maximum reaction range, they can intercept enemy invasion task forces and cause them to abort. This is an effective delaying tactic. PC task forces can also be used to 'soak-up' enemy air attacks and maybe even down a few aircraft in the process.

One of the most important tactics in the game is to upgrade air groups with newer, more powerful, aircraft as they become available. No matter how experienced your air crews are, they will not survive against superior enemy aircraft. Use the Change function when accessing your air groups to perform the upgrades. The aircraft data at the back of the manual serves as a good guide to understanding new aircraft capabilities.

In the Air

For the Allies, the P-38 is an absolute must have because of its firepower, and most importantly, its range. Carrier-based air groups should also be upgraded. The British CVs are much more effective with Wildcats and Avengers, for example, than with Fulmars and Swordfish. Also note the Vengeance dive-bombers were not used much historically and should not be used if realism is a concern. This should be fixed in a future version.

Critical to all operations is the establishment of AZOCs around friendly bases. AZOCs can provide air cover for friendly forces if fighters are present. Enemy forces moving through a friendly AZOC may also trigger interception strikes by friendly aircraft. Further, establishment of a strong fighter AZOC will allow routine convoys to supply the base, saving the player time and preparation points. Unfortunately, version 1.0 does not always display AZOCs in a useful or accurate manner, so players must learn through trial and error. Carrier AZOCs are not displayed.

If forced to run Transport TFs to supply friendly units (or for an amphibious assault), Air Combat TFs can be used to provide an AZOC over the Transport TF. The CV AZOC will cancel out the enemy AZOC along the TFs path and make the Transport TF immune to reaction airstrikes. To do so, the Transport TF and the Air Combat TF should start from the same base and move to a destination not more than nine hexes away. The Air Combat TF must also have a standoff range of zero. Be warned, however, that the Air Combat TF will be now be the target of all enemy airstrikes and may take a beating in the process.

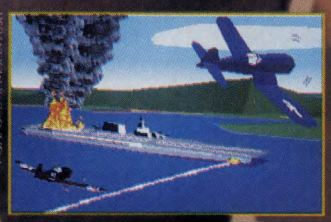
Land-based air units can turn the tide of the war and also be one of the most frustrating forces in the game. The Japanese Betty bombers can devastate an Allied TFs on one strike and an be totally ineffective on the next. Air strikes against land units can be particularly ineffective if the land units are well entrenched. Transport TFs are, however always vulnerable to land-based air. In the long-run, land-based air will behave historically and produce more failures than successes. The successes, however, can be quite significant so it is a very good idea to maximize land-based air support whenever possible. Land-based bombers should be put on naval interdiction missions when enemy naval forces are within range, otherwise they will choose their own targets on day missions. When attacking and defending airbases, note that the larger the airfield size, the less susceptible it will be to naval bombardment and air attacks. This reflects the fact that large airfields have more airstrips and the aircraft are better dispersed.❑

Part two of this feature will continue next month and look at logistics and production, the role of HQs, and advice on enhancing the tutorial.

GREAT WAR PLANES™

FROM THE SMOKING RUINS OF PEARL HARBOR IT BEGINS...

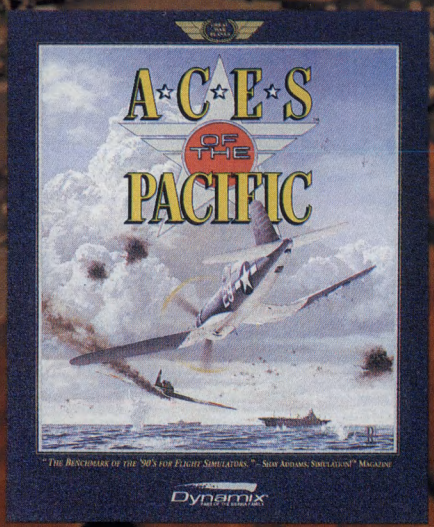
A·C·E·S OF THE PACIFIC™



Following the award winning classic, Red Baron, the Great War Planes series continues with Aces of the Pacific. Step back into history with the men and machines of W.W.II combat in the Pacific. Up against enemy fighters and aces, you'll intercept bombers, dive-bomb enemy carriers, launch ground attacks to cripple the enemy air-bases and experience the terror and exhilaration of carrier landings.

- Tangle with legendary aces such as Greg "Pappy" Boyington, Hiroyoshi Nishazawa and America's highest-ranking ace, Richard Bong.
- Over 30 meticulously researched vintage aircraft, including the A6M Zero, the F4U Corsair, the P-38 Lightning, the F6F Hellcat, the P-47 Thunderbolt, the SBD-3 Dauntless Dive Bomber, the B5N Kate Torpedo Bomber, and many more.
- Fly for either America or Japan, experiencing the sights and sounds of air combat in the Pacific: Carrier deck landings and take-offs, torpedo dive bombing, mid-air explosions and billowing clouds of smoke.
- Play a quick single mission or enlist for the full tour between 1941 and 1945.
- A powerful Mission Recorder lets you save an entire mission to disk and then jump back into the simulation at any point to begin playing again!
- A magnificent 240 page manual, complete with a detailed historical overview of the war, photos, war maps, pilot profiles, air combat tactics of the era and over 25 color pages of aircraft illustrations.

A Damon Slye SIMULATION



"The Benchmark of the '90's for Flight Simulation." Shay Addams, Simulations!™ Magazine

"Aces of the Pacific is to Red Baron what the Corsair was to the Fokker Tri-Plane" Computer Gaming World.

Reader Service No. 85

Dynamix®
PART OF THE SIERRA FAMILY

™designates trademark of Dynamix, Inc. ® is a registered trademark of Dynamix, Inc. 1992. All rights reserved.

For ordering information, visit your favorite software store or call Sierra On-Line at 1-800-326-6654. Outside the U.S., call 209-683-4468. #00334

Mac Attack

Peter Szymonik reviews some Deadly Games

BLACK-OUT ZERO HOUR UNTIL 5.15

London Daily Mail

Tomorrow's Forecast: RAIN

Evening Edition — AUG 10 1940 — One Penny

MAJOR RAIDS TODAY

R.A.F. shoots down no more Nazis and loses no fighters

WEYBRIDGE BOMBED

Sunny weather throughout Southeast England today brought out the enemy in force. A major raid over Weybridge resulted in many casualties and extensive damage to the area. Minor raids were reported over Yorks.

Several passengers were killed late yesterday by bomb splinters when a train was stopped during a raid over northeast England. In the same area an express train was machined-gunned by a German plane.

Our Newest Ace!

Britain's New Terrifying Weapon

New York

American papers finding their most exciting news today in Britain's defeat of germain air attacks, prominently display stories of a "new and terrifying British weapon". They say Britain has a gun which fires steel cables to snare German planes. And that the new weapon gun may supply the answer to the german dive bomber.

Chicken saves tot from near certain death

Exclusive

Chickens, especially trained to burrow deep within the bomb rubble that is all that remains of much of greater London's dock area, have been finding success in locating victims of the Blitz.

Yesterday, a chicken of Poultry unit 13 discovered a tiny child, apparently unhurt in the shattered remains of No 16 High Street after last night's raid. No other survivors were found. Authorities

PRINT RECORD

I heard the company commander's voice crackling over the tank's radio unit 'Charlie Two, this is Charlie One, proceed to sector 3264 and secure coordinates, confirm, over . . .' Peering down at the map, I saw that sector 3264 was just three sectors due south of our current position. Sam, our driver, fired up the engines while Ed, our gun loader, tucked an armor-piercing round into the main gun's barrel. We were on the way . . .'

Welcome to **M4**, a fun new tank simulator from Deadly Games, a New York based company run by former SPI bigwig Rene Vidmer. Although the company specialises in games for the Mac, Windows versions are planned for later this year. **M4** comes in an unassuming olive-drab box that looks like a K-ration. Inside this box is a brilliantly packaged game that's perfect for an hour or two of simple, yet enjoyable wargaming.

The action takes place in the Ardennes Forest during the winter of 1944 as the Allies are pushing the German frontline back into Germany. This isn't a full blown simulation with thick manuals and rules, and the game does have an arcade game feel to it, but even die-hard wargamers will find this game appealing.

Read 'em cowboy

M4 is a model of simplicity. The quickstart instructions come on a small piece of brown paper wrapped around the floppy disks! One half of this tiny booklet contains diagrams and step-by-step installation instructions, the other half says: 'Attention Yahoos, Cowboys, hotdogs and others who can't or won't read the manuals.' All of the game's documentation can be read in about 10-15 minutes and when finished, the player has not only learned a good deal about opèrating a Sherman tank, but the topgraphy of the Ardennes Forest, too. One item in the box that was entirely unexpected was a fully functional stereo headset! Games have been bundled with soundcards before, but this is the first time any game has included headphones. They work well, but are nothing to write home about as the cord length is only about 4 feet long. Be prepared for a close relationship with your Mac while playing this game.

The game has digitized voices for the tank personnel. The driver whines 'where are we going?' if given a movement order without coordinates, while the trigger-happy gunner says 'looks like a Kraut to me . . .' in response to just about any vehicle that crosses the tank's path. These comments add a comical effect, but as the crew gains experience, the hints and observations they provide can be very helpful. For instance, the gunner will begin to differentiate between real German tanks and Allied supply trucks, thus preventing some costly 'friendly fire.'

Morning glory

After the **M4** intro screen, the game presents a Morning Report. The Communications screen (or Comm screen) looks exactly like a SCR 508 Tank communications console complete will all the dials, gauges, and switches. In fact, all of the interior tank screen displays are digitized from actual photographs of the interior of a Sherman tank, provided courtesy of Mike Sarafan of NY, a tank collector who actually owns three Sherman tanks *(obviously the ideal vehicle for New York City - Ed).*

Using the six different comm frequencies available, the player can gain some valuable information, including reconnaissance reports and weather forecasts. Artillery strikes and aerial bombardment can also be called in on a neighboring sector.

M4's main screen shows the inside of the tank from the tank commander's perspective. A small periscope shows the view outside, the main gun and fire buttons are available to the left, compass and intercom to the right, and gun elevation and traverse commands down bottom. There is also a hatch up top where the crew can bail out if things get nasty.

M4 is not a full-fledged simulation accurate to every detail, but that wasn't the designer's goal. The goal was to create a fun and simple game anyone could play in an afternoon and the game accomplishes that task. It's the perfect wargame for when there are a few hours free and an in-depth simulation just won't fit.

The Battle of Britain

The second offering from Deadly Games is **The Battle of Britain**. This a operational/strategic level game which recreates the largest air battle of military history. The setting is the summer of 1940 and the German Luftwaffe is doing its best to pound England into submission before the rumored, but never implemented Operation Seawolf (German landings on England's south coast.)

The Battle of Britain (BOB) offers the same period-specific game components found in **M4**. The screen display is actually a recreation of the RAF Fighter Command plotting

M4

Designed by
Rene Vidmer

Published by:
Deadly Games

Systems
All MacIntosh systems, requires color or grey-scale monitor, hard drive, and 4 megs of RAM.

Notes
Includes a stereo headset. Windows version planned for later this year.

Price
$40, $35 (Insiders Edition)

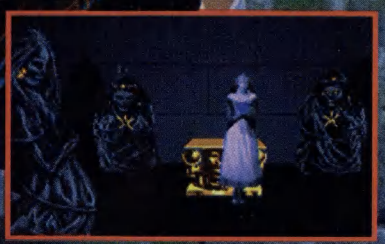
INCA

The Best-Selling Sensation from Europe!

BEST GRAPHICS AWARD
Paris Supergames Show 1992

Pilot your golden starship into amazing outer space battle simulation.

Take on space-age Spanish Conquistadors with swords and phasers.



Advanced video-capture makes this an interactive motion picture.

One of the oldest mysteries known to mankind is now the future of computer gaming.

Set out on a mystic mission across space and time in this high-powered combination of complex puzzle-solving, mythical role-playing, and outer space battle simulation. You are the champion of the lost Inca empire, rocketing across galaxies, battling space age Conquistadors, and unraveling intricate and ancient mysteries.

Stunning simulation technology lets you soar through winding canyons, hostile star systems, and lost ruins.

This is an epic adventure that catapults you through space and time. *Inca* is an interactive motion picture where cultures clash and legends live. For IBM PCs. **Also available on CD-ROM.**

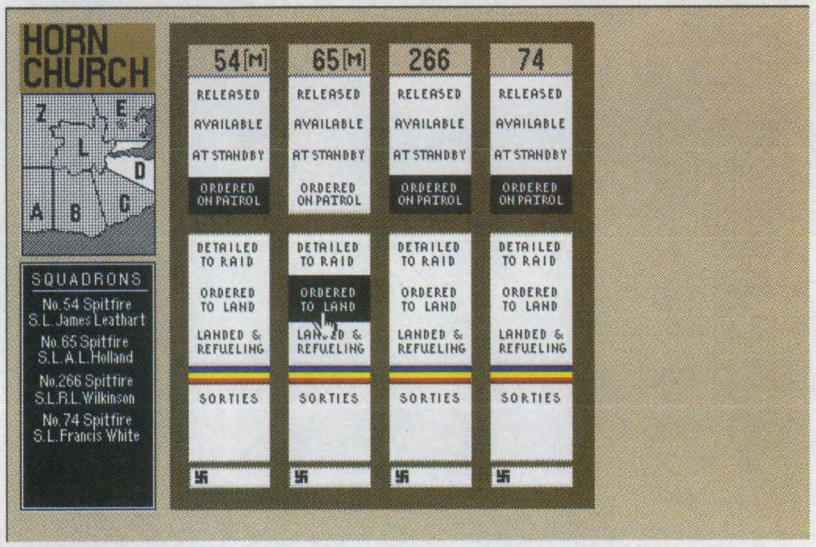
Excellence in Innovative Gaming.

SIERRA®

Available at a software retailer near you, or call:

1 (800) 326-6654

Reader Service No. 85



The Battle of Britain

Designed by
Rene Vidmer

Published by
Deadly Games

Systems:
All MacIntosh systems. Windows version planned for later this year

Price
$40

Availability
Deadly Games
312 East 23rd Street
New York, NY 01101
Tel. 212-475-2377

maps used by British air commanders during the campaign. Game information is updated using telegram cables and a window featuring new stories from *The London Daily News*. This newspaper relays information such as: 'Portsmouth bombed, RAF loses no fighters,' and 'RAF shoots down 22 Nazi fighters as Plymouth is hit in a minor raid.'

BOB features the same one-page quick-start sheet that **M4** does, but this game is a little more involved and at least a quick run through the Games Mechanics manual and RAF War Manual is recommended. These two booklets are extremely well written and can be finished in about 15-20 minutes. They serve not only to teach the game, but also to provide a historical background and to set the mood for action as the RAF's Supreme Commander.

The game is entirely mouse-driven. Orders are given by clicking on an airbase. A 'tote board' appears showing all the squadrons operating from the airbase. Squadrons can patrol their home sector or be moved to another airbase. After giving orders, the clock is advanced one hour until a German raid occurs or 7:00pm, when the day ends.

Moving squadrons around without any idea of when or where the Germans will attack wouldn't make for a fun game, fortunately the British had two technological advantages on their side during the campaign. 'Chain Home' was the British code name for a ring of radar detection towers installed around the south coast of England during this time.

Enigmatic break

The second technological advantage came from the fact that British had broken the German Enigma Code (with the help of some exiled Polish mathematicians.) British intelligence reports can also rely advance warning of the size of the incoming German formations. Heavy formations generally strike en masse in heavily populated areas, light formations often when for industrial centers. This information is also relayed to the player using the teletype line at the top of the map.

The main action in the game happens on the tote boards, as it did in real life. Intelligence information was piped down to a war room. The real war room featured a huge table with a map of England on it and squadron flags representing available air units. Controllers had to use the available information to guess where the Germans were likely to strike and available squadrons were re-assigned to meet the invaders.

In the game, once the existence of an incoming raid is verified by intelligence reports, each airbase's tote board is consulted and orders are given. Individual squadrons can be released for repair or made available for stand-by (requiring one day of time). Units on Standby can be ordered to Patrol or Detailed to intercept a Raid.

Points are scored for each fighter or bomber group put out of action, for each raid turned back, and for each day the English survive. Points are lost for each RAF squadron knocked out of commission for more than five days, for each German group that gets through to straffe its target, for each German group that gets through to bomb its target, for any raid that's unopposed, and finally for each disabled RAF airbase. The game ends on 10 Sept 1940, the player wins by scoring more points than the Germans, a margin of victory of more than 50 points either way results in a stunning victory or horrible defeat.

Patience game

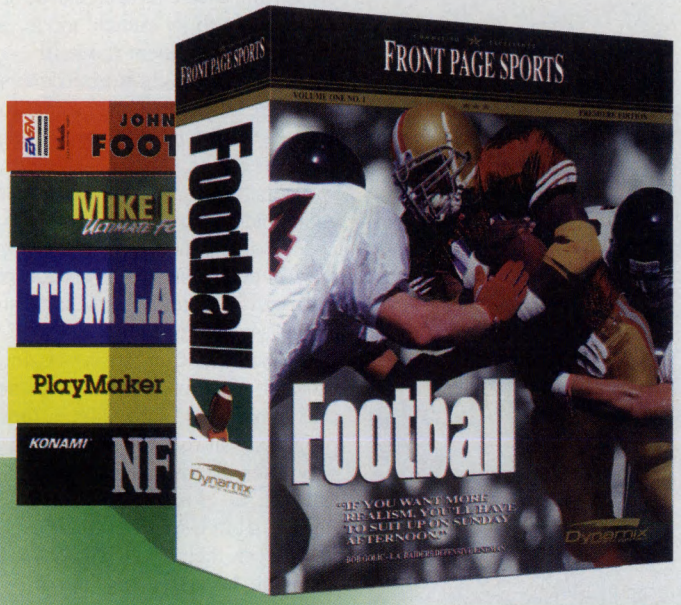
Like **M4**, **The Battle of Britain** is simply and easy to learn, but it can be difficult to master and its definitely much more of a simulation than **M4**. The computer does a good job of playing the German side and the Luftwaffe often appears when its least expected.

In many ways, this game requires a good deal of intuition and patience. Because of this, it parallels the actual turn of events. Sitting in the a war room buried deep in the bowels of the Air Ministry building, RAF commanders could only rely on intelligence reports, their own experience and intuition, and a good of luck to successfully challenge the incoming German raids.

The Battle of Britain does an admirable job of recreating this environment in a game any player can enjoy.❑

Play the best and we'll send you $8.00

(See details below.)



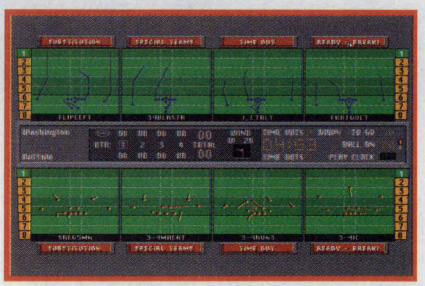
No matter what computer football game you've played (or even if you haven't played any), you'll find nothing compares to the total pro-football experience of *Front Page Sports™ Football.*

From drafting teams to forming leagues to designing plays and running the action, only *Front Page Sports™ Football* has it all. And now you can get $8.00 just for treating yourself to the the best. Here's how:

1. Buy a copy of *Front Page Sports™ Football* from your local retailer.
2. Fill out the coupon below and send it and your original purchase receipt to us.
3. We'll send you a check for $8.00.
4. Enjoy the best computer football season you've ever had.

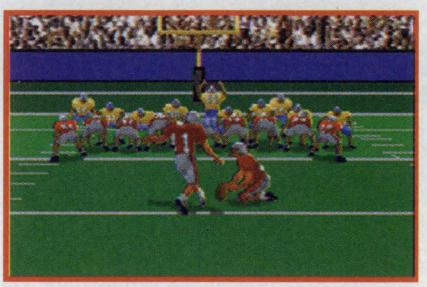
"...the best animation I've seen in a football game...The action is fluid and easy to control...There is no better football game on the market!"

–Computer Game Review



"In play creation and editing, Front Page Sports™ Football *can't be touched...the game that brings everything to the field..."*

–PC Games Magazine



"...one of the most visually stunning and realistic simulations of the sport...It is a rare example of a football game that will appeal to everyone, from the casual arcade player to the die-hard rotisserie league fanatic."

–VideoGames & Computer Entertainment

❑ Yes! Send me a check for $8.00. Here's my coupon and my original sales receipt for *Front Page Sports™ Football.*

Name _____

Address _____

City _____ State _____ Zip _____

Daytime Phone _____

Terms & Conditions: 1.) This offer is valid only for *Front Page Sports™ Football* games purchased between Feb. 15, 1993, and June 30, 1993. 2.) This offer not valid with any other coupons or promotions. 3.) One rebate per household. 4.) This offer expires July 10, 1993. 5). Mail this coupon and your original *Front Page Sports™ Football* sales receipt as proof of purchase to: Football Rebate Offer, Sierra On-Line, P.O. Box 485, Coarsegold, CA 93614. Offer #368

Excellence in Sports Simulation.

Dynamix®

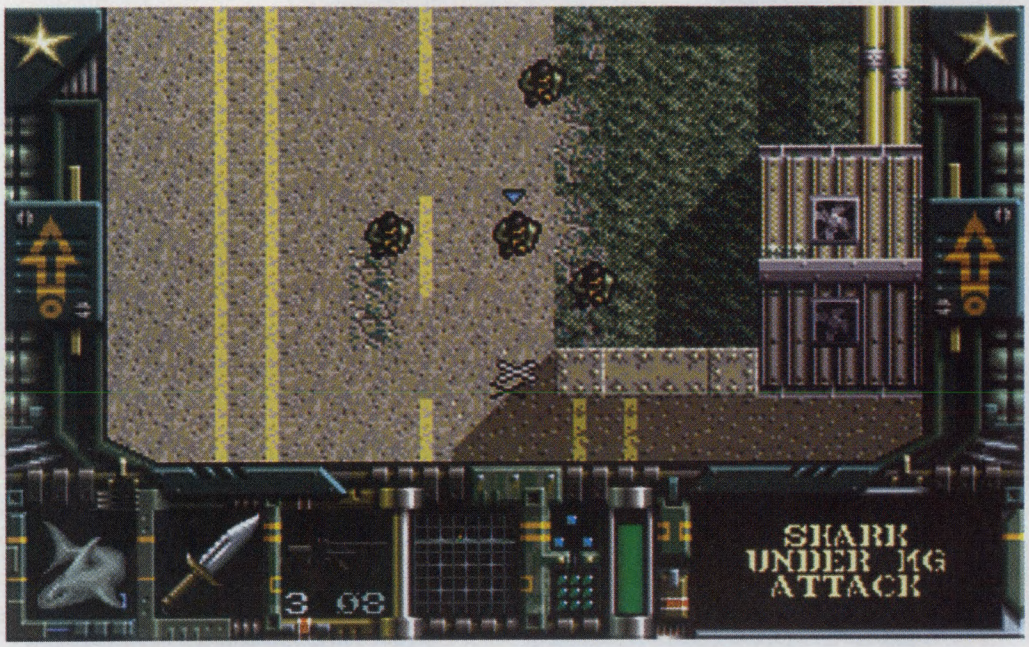
PART OF THE SIERRA FAMILY

Reader Service No. 85

Special Forces

Enter the Dragon

By Steven Wartofsky



Designed by
Sleepless Knights

Published by
MicroProse

Systems
IBM PC

Graphics
VGA

Sound
Adlib, Sound Blaster, Roland

Supports
Mouse, Keyboard, Joystick

Years ago, a nice little tactical wargame came out by the name of **D.R.A.G.O.N. Force**. The game featured an interesting interface, that allowed for command and control of a small squadron of eight characters who were run through a series of specific missions. The game wasn't at all joystick oriented, and seemed a potential prelude to more games in this little-explored aspect of wargaming.

Special Forces has a number of features that are highly reminiscent of the aforementioned game.

Para chop

While certainly not a clone, or an update of a specific old game design, this product focuses on essentially the same subject (to the point where even the basic context in at least one theatre, hunting down greedy druglords in South America, is replicated), and does surprisingly similar things with it. Namely, attempting to capture the vividness and dynamism of tactical battle in real-time, by giving the player a chance to select and then outfit a group of characters, RPG-style, who are then thrown from a helicopter into a particular tactical situation and expected, upon completion of the mission, to rendezvous with said helicopter in one piece.

Sniper

The player has control of four armed characters. Each is selected prior to engagement from a default collection of eight, and can be configured in detail or auto-armed by the program. These characters can be assigned missions from any one of four different theatres (arctic, desert, tropical, and temperate). Once a theatre is selected, any one of four missions in that theatre can then be chosen (it's advised to go in numerical order, as missions become progressively more difficult). Upon selection a briefing and overhead map is displayed, in a way similar to the one used in **Gunship 2000**, and then the player's off to the particular encounter.

Each of the four characters can be selected for player control during a mission using either the keyboard or a joystick. Function keys toggle control of each character, and all characters not under direct control by the player are run by the computer.

Formations can be selected for the group, and each character can be set up to run in stealth or attack mode, and in sniping or movement mode (these affect not only weapons chosen but defensive vs. offensive strengths, according to rules consistent with most board and computer wargames).

Characters can be using automatic weapons, grenades, rifles, LAW rockets, or explosives, and choices of the appropriate weapons mix for a mission prior to starting is crucial both to party survival and mission effectiveness.

As the mission progresses, more and more information is uncovered about enemy positions, and, since the game progresses in real-time, it's often necessary after discovering such positions to retrench, re-group, and re-assess. Enemy units will often spot and attack even when the player feels well-hidden or behind adequate defensive terrain.

Group hex

Formation control is one of the more interesting aspects of **Special Forces**; it's possible to split up the team and have each character work individually, in pairs with another character, or to have the team run as a group. A single keypress changes formation commands, providing a way of handling team performance in a way that is fluid and responsive to the contingencies of the moment. During a mission, any character can choose to take cover, and terrain features will control both the quality of cover available and the likelihood of being spotted again by enemy units.

While sound effects in **Special Forces** are limited and somewhat arcade-ish, the graphics are nicely done. The overhead close-up view provides terrain detail with a feel not unlike that present in **Ultima VII** (without the sluggishness of update): ventilator fans in building roofs spin, water rushes under bridges, and so on. The overview map is detailed as well (though more static in presentation), and gives the player a clear sense of the team's position in relation to objectives, while at the same time illustrating spotted enemy units effectively during play. Play can occur from either the close-up (tactical) or overview (strategic) maps, and alternating between

the two is simple.

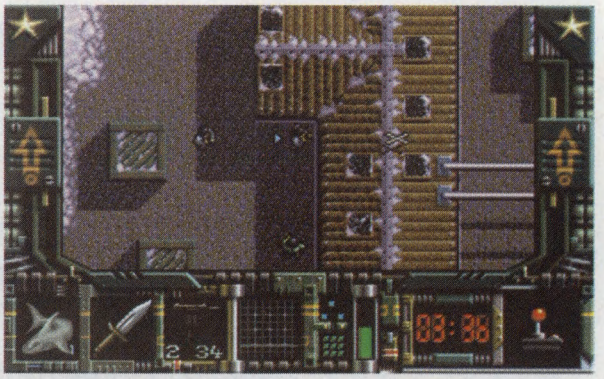
The biggest problem with **Special Forces** is the interface. In a game functioning in real-time, where any member of a tactical party might need to be switched to at a moment's notice, and where all other party members will need to be monitored, there'd better be a smooth interface with efficient, easy-to-remember commands for performing the main actions. In **Special Forces**, there simply isn't. While the basic commands to access each of the four characters in a mission are clear, once under fire it's usually difficult to remember quickly how to do things like set and detonate explosives, activate a weapon, choose weapons, etc.

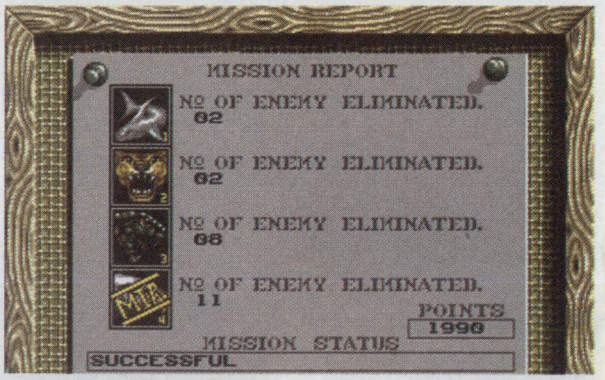
Personal problems

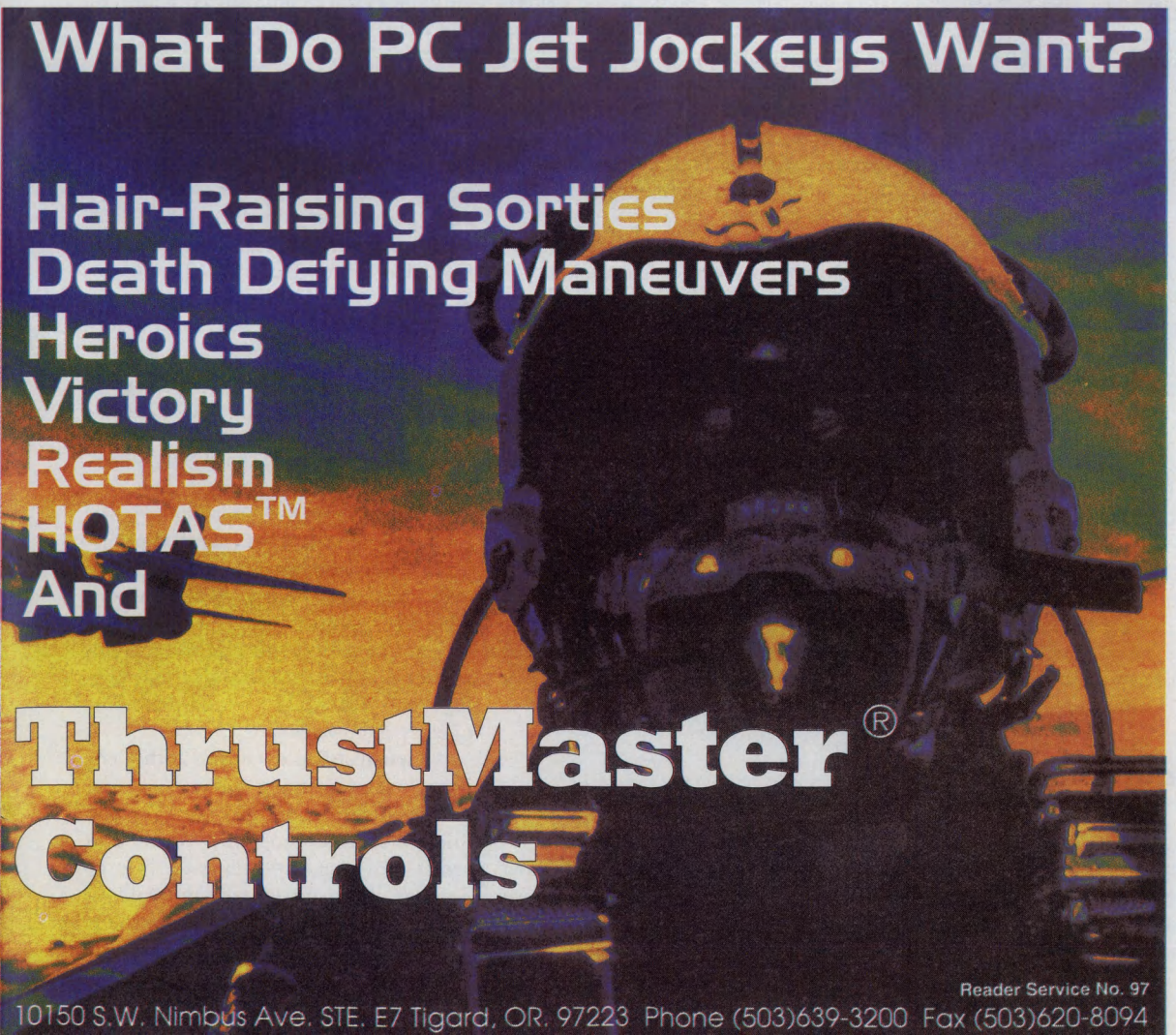
It's also hard to figure out which of the four characters needs personal attention and which is doing the required things while under computer control. For instance, while a particular team member is under fire, it's not advisable to switch off to another one, as the computer's not particularly good at saving a member from disaster once the player puts him in the middle of a firefight. The problem with this is, more than one team member can be under fire at a time, and thus flipping via function keys from member to member can quickly grow confusing when under pressure.

Under cover

All of this resolves itself, though, with adequate time spent playing, and eventually **Special Forces** becomes an enjoyable game that provides some exercise of tactical skills. The real-time aspect of the design is not going to be appealing to older fans of complex strategy games, as there's often just not enough time to engage in same; but it does up the ante during play, and, once familiar enough with a particular mission, players can spend time under cover planning increasingly effective routes of ingress and egress (i.e., the missions are quite replayable) so that the feel of the mission will turn less chaotic.❑

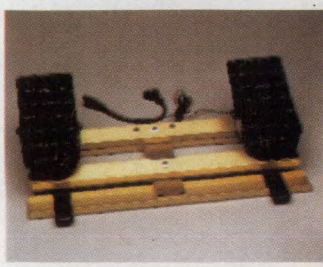






FCS™ (Joystick)

WCS™ (Throttle)
Used in conjunction with your joystick

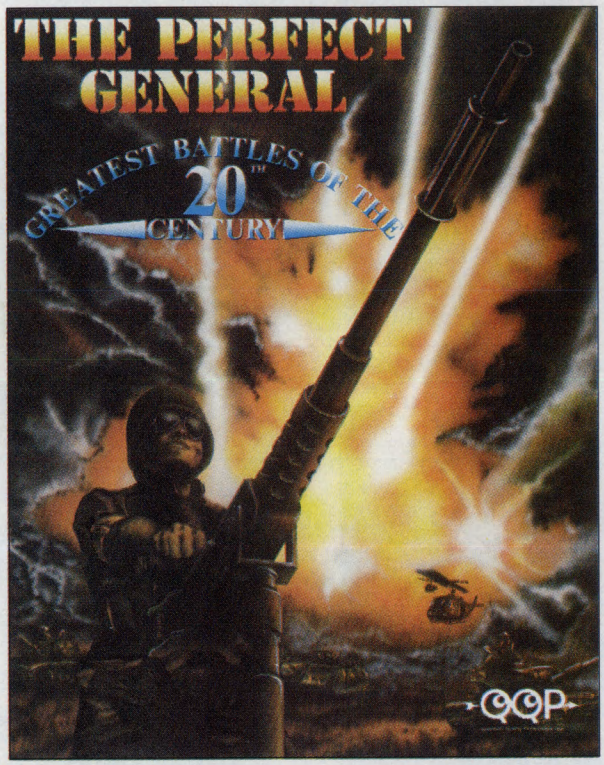


RCS™ (Rudder Pedals)

Greatest Battles of the 20th Century

Scenario disk for The Perfect General

By Brian Walker



Yet another scenario set arrives for QQP's **The Perfect General**, making it one of the best supported products on the market. The new disk contains 20 new scenarios ranging for the battle of Kursk to the ''73 Suez Conflict. As everyone familiar with the game will be aware, these are all abstracted and not simulations as the term is understood by wargamers.

The Perfect General was reviewed in issue 13

Ownership of the master program is required to run this scenario

Score limit

No changes have been made to master program, so players who already up used the limited space available in the scenario score history directory could find themselves in a bit of pickle. The solution to this problem, however, is quite simple. Re-install the master program in a different directory and copy this disk into the same directory, *et voila!* A brand new score history presents itself. As the program is relatively small by today's standards, such a ploy should cause no hardship.

The scenarios themselves are, if anything, longer than anything seen hitherto in this series. Malta and Inchon, for example, last 22 turns in the extended versions of the scenarios.This is something of a questionable approach, the danger being that by now many players are tired of whacking the hopeless computer generals into oblivion. However, as a modem game, the appeal of '**TPG**' is timeless, but for this form of play short scenarios are the order of the day and not just because of the potential for hernia inducing phone bills.

Every game has a 'natural length' which when exceeded can result in tedium. I'd put **TPG**'s natural length at around three hours in one session, which is approximately the time it takes to complete a 'balanced' scenario of about 10 turns. The following scenarios included on this disk meet that criteria: Long Binh; Saigon; Falkland Victory; Shenyang; Guderian Forward; Line of the Kill; The Hollywood Dream; Fulda Gap and Dnepr Bridge. Of these, Fulda Gap can be discounted; this is a scenario which really requires the long game to get the most from it. On the other hand, Guderian Forward is excellent for modem play. For those who could not give a flying one about modem play, then these scenarios offer excellent variety.

Tet offense

The manual shows signs of the kind of historical revisionism of which Steve Wartofsky writes elsewhere in this issue. Take this passage of the description of the Tet Offensive which prefaces the Saigon scenario: 'Contrary to press reports, the offensive was a military flop: 40,000-50,000 communists fell versus 8,000-10,000 allies. The VC were effectively wiped out as a fighting force, but it was a propaganda victory'. This is not exactly how most objective historians (if such a creature can be said to exist) view the battle.

Like the tome that accompanied **Conquered Kingdoms**, the manual shows signs of being rushed. In addition to the odd typo, confusion surrounds the turn length for the Saigon scenario. The manual and the on-screen description states 8 and 12 turns (long and short games), but the scenario rules show 12 and 18 turns.

The on-screen descriptions do not state the number of victory point areas at setup, while in the Long Binh scenario something quite odd happens: the attacker may not choose tanks, but when the computer general sets up as attacker what does he choose? That's right, tanks. The maps that accompany the game do not show the point value of all cities. For this reason I'd recommend configuring the game (via the game display menu) so that victory points are shown on screen at all times.

California Dreaming

On the subject of scenario descriptions, an interesting one accompanies The Hollywood Dream. This is a hypothetical (?) scenario in which the Japanese attempt to invade California. 'Can we let the Duke down?' 'Will the Japanese survive the LA street gangs?' wonders the blurb. The thought of erstwhile Sony execs battling the Bloods and the Crips on the streets of South Central LA is indeed an intriguing one. Perhaps someday, someone will even make a game about it.

There are no new units in the game (though **The Perfect General II** promises aircraft, amongst other things). However, one new item is the paradrop, whereby points can be spent at setup time on parachuting a unit into enemy territory. An interesting idea and perhaps one that could be used more frequently in new scenarios.

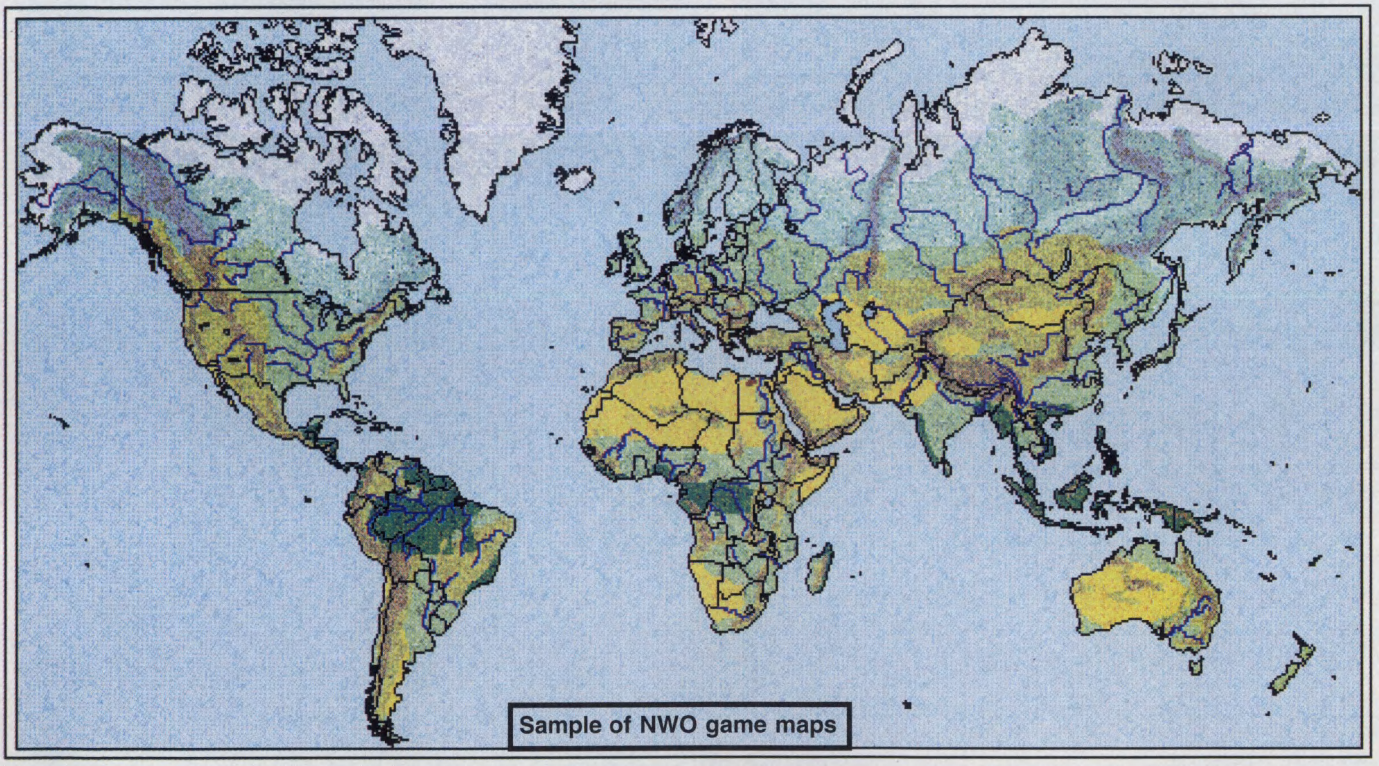
Greatest Battles of the 20th Century is not something that one can urge people to rush about and buy. For one thing, the master program is required to run it. However, those in possession of such an item should give this add-on serious consideration after taking the aforementioned pros and cons into account.❑

Machiavelli Designs presents the PC version of:

New World Order

Need an Opponent? Pick One!

When: World War II (1939-45+). Choose from scenarios or the campaign game.
Where: Earth - global simulation with multiple zoom levels. Toggle countries, cities and terrain.
Who: 1 to 5 (smart?) human or intelligent computer players. You select difficulty and complexity.
What: Realistic, historical simulation of strategic military, diplomatic, economic, political, scientific and social factors. Detailed specifications of all major weapons and production systems.
How: As Churchill, Hitler, Roosevelt, Stalin or Tojo, you struggle to shape the future of humanity. Can you forge your will into a *New World Order?*



Sample of NWO game maps

Free Service

Fill out and send us this coupon and we will match you up with gamers in your area. This is a totally free service... just what we think the hobby needs.

I wish to be enrolled in MDI's gamers' matching service. I release MDI from any liability for providing me with this service. (No purchase necessary).

_____
Signature (we need your release to enroll you)

I play: ❒ Historical & Military ❒ Role playing
❒ Fantasy & Adventure ❒ Other: _____

I want players for: (list games in order of preference)
1. _____
2. _____
3. _____
4. _____

Name _____
First Middle Initial Last

Address _____
Street or Post Office Box

_____
City State Zip Country

_____
Area code Phone

Please send me ____ copies of NWO at $59.95 each.
(California residents add sales tax. We pay shipping.)
Disk type: ❒ 5 1/4" ❒ 3 1/2" ❒ Check enclosed
❒ Bill my credit card # _____
❒ Visa ❒ Master Card Expiration date: _____

_____
Signature (required for credit card authorization)

Send coupon to: Machiavelli Designs, Inc. 2550 Ninth Street Suite 204, Berkeley, CA 94710 or order by phone (800) 955-4MDI or FAX (510) 486-0632

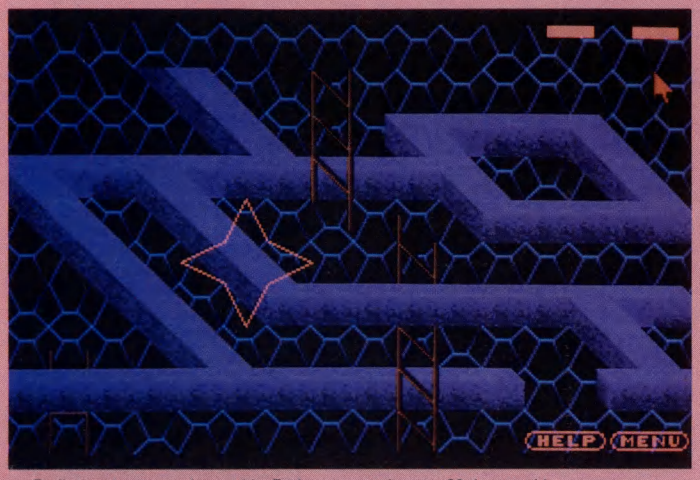
NEW

Pre-War and Cold War modules coming soon.

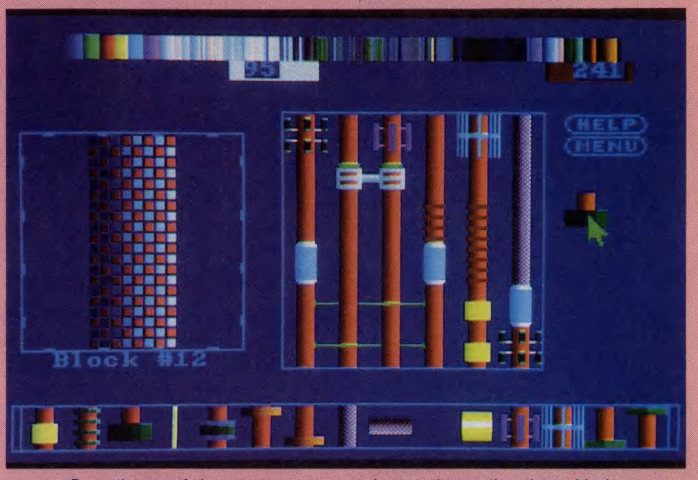
MDI
MACHIAVELLI DESIGNS INC.

New World Order copyright 1992 by Machiavelli Designs, Inc. New World Order trademark 1992 by Machiavelli Designs, Inc.

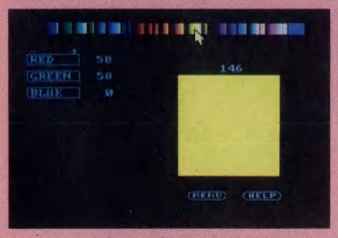
YOU THOUGHT YOU LOVED COMPUTER GAMES. BUT...



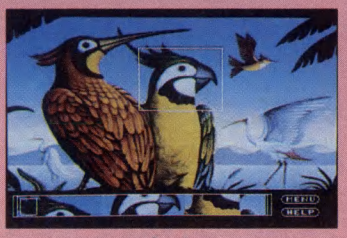
Easily construct complex worlds. Each scene can be over 62 times as big as your screen.



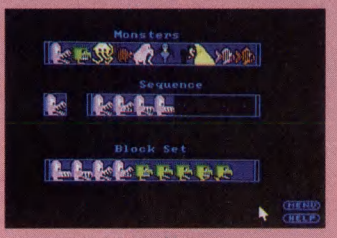
Draw pictures of characters, monsters, and scenes by creating picture blocks.



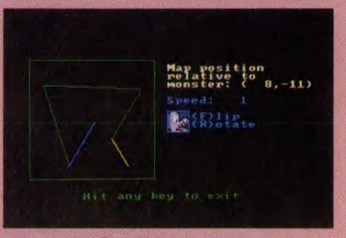
Design Palettes



Import Graphics



Animate Monsters



Plan Movement

UNTIL YOU PLAY WITH GAME•MAKER™, YOU'VE ONLY BEEN PLAYING AROUND.

A technological breakthrough by Recreational Software Designs lets you do the impossible. Now you can create 256 color VGA computer games without programming.

- *Design unlimited numbers of animated monsters and good guys.*
- *Animated characters walk, run, fly, hop, pop from scene to scene.*
- *Design your own sounds.*
- *Make arcade and adventure games as unique as your imagination.*
- *Modify and enhance GAME•MAKER games.*

Mouse driven and graphics based, GAME•MAKER is Computer Aided Game Design at its best. Is a game too easy? Increase the speed. Too boring? Add danger, sounds, and monsters. Too plain? Dress up the graphics, add animation. Too short? Add new levels.

GAME•MAKER includes lots of extras: hundreds of pictures, monsters, objects, good gals and guys, and detailed scenes and worlds. Use these extras in creating your own games. Plus you'll enjoy the sample games included with GAME•MAKER.

$129
Sugg. Retail

Game•Maker requires an IBM AT compatible 286, 386, or 486 with a color VGA monitor and mouse. Joystick optional. GAME•MAKER is designed and produced by Recreational Software Designs.

NOW SHIPPING V1.04
with high-level picture and scene drawing tools!

Available at your local retailer

or from:

KD SOFTWARE

Great Falls Avenue, Box 448
Rochester, NH 03867

VISA/MC Orders: 1-800-533-6772
Call Toll Free for latest price.

Information: 603-332-8164 **FAX**: 603-332-8125

Reader Service No. 56

"The designers of this simulation have done their homework and have provided anyone who fancies railroads with a chance to make their dreams come true." **Model Railroader**

"...clearly one of the best simulations of any type - indeed, one of the best games in general - to appear in a very long time." **PC Strategy Guide**

"...here's a nomination for computer game of the year... It's one product that is definitely right on track." **Chicago Tribune**

Overall Game of the Year; "... a lifetime of gaming in one product... **CGW**'s Game of the Year is rcognized because of its unique subject matter, excellent presentation, and exceptional game paly." **Computer Gaming World**

"If not the best, **Railroad Tycoon** is certainly among the best computer games ever created..." **Game Players**

"thoroughly engrossing... may well be the game of the year." **Video Games & Computer Entertainment**

3 Yr 36 Issues	**USA** ☐ $79	**CANADA**	☐ $ 112
2 Yr 24 Issues	☐ $56		☐ $ 79
1 Yr 12 Issues	☐ $32		☐ $ 44
RAILROAD TYCOON	☐ 3.5 disk		☐ 5.25 disk
1 Yr 12 Issues	**FOREIGN AIR MAIL**		☐ $ 82

RAILROAD TYCOON AVAILABLE IN NORTH AMERICA ONLY

Name _____

Address _____

City _____ State _____ Zip Code _____

Card # _____

Exp Date _____ Tel _____

US & Canada: Payment must be in US Funds. Vermont residents add 5% sales and use tax. Make checks payable to: Strategy Plus Inc., PO Box 21 Hancock VT 05748. Allow 4 - 6 weeks for processing, Visa & Mastercard accepted.

FREE!! RAILROAD TYCOON

WHEN YOU SUBSCRIBE TO

COMPUTER GAMES STRATEGY PLUS

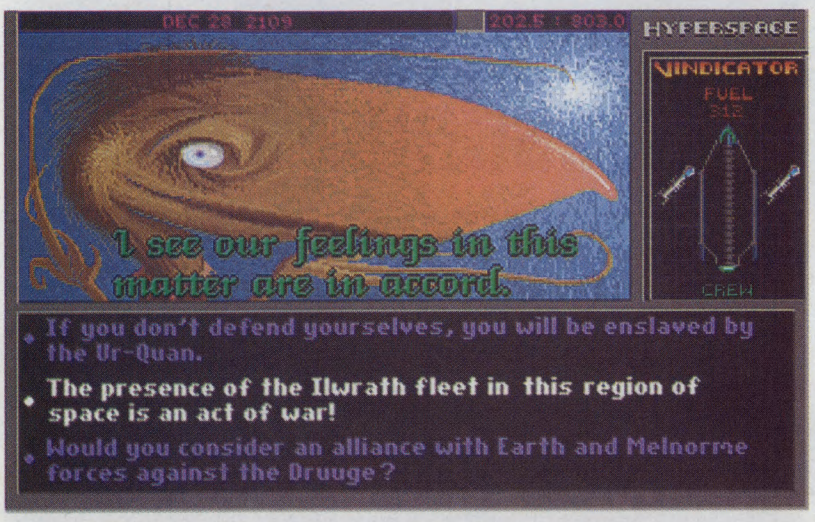
CALL 800-283-3542

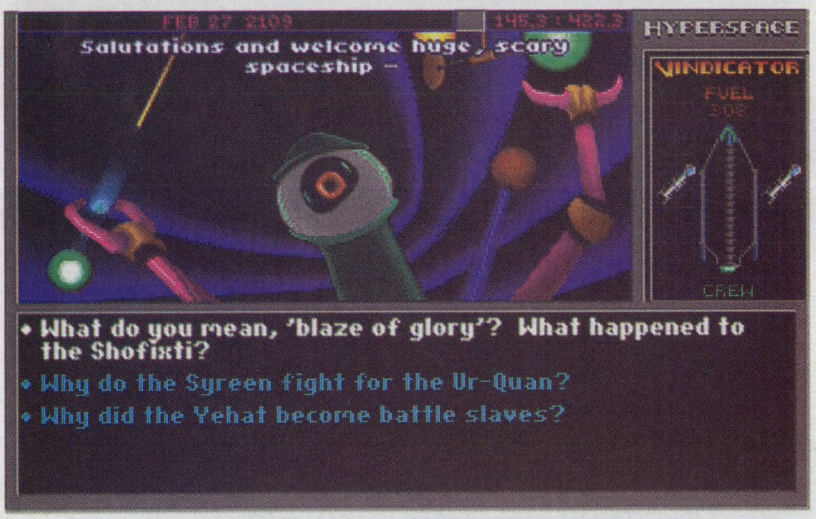
HONEST REVIEWS
TIMELY PREVIEWS
CUTTING EDGE DESIGN NOTES
DETAILED GAME HINTS
IN-DEPTH STRATEGIC ADVICE

Strategy Plus writers are hard-core gamers who give their honest opinion of games they have played at length. We give you the previews as soon as the information on titles such as Patriot, Star Trek: The Next Generation, Aces Over Europe, Warlords 2, and Might & Magic 5 is available. Game designers Chris Crawford of Patton Strikes Back, Dan Bunten of Global Conquest, Bruce Shelley of Civilization, Mark Baldwin of Empire Deluxe, John Almberg of Worlds at War and many others, bring you up to date as the design process unfolds. They share their design decisions with you, what's in the game, what might be included and what's been excluded. After the previews, design articles, and reviews we give you detailed game hints and complete walkthroughs for games such as Indiana Jones and the Fate of Atlantis, The Dagger of Amon Ra, Ultima 7 Black Gate, Wizardry Crusaders of the Dark Savant, and Might & Magic 4: Clouds of Xeen. The Perfect General, Civilization, Railroad Tycoon, Empire Deluxe, V for Victory, Power Monger, Great Naval Battles and similar games, get coverage with in-depth strategic advice. Computer Games Strategy Plus includes previews, reviews, design articles, game hints, and in-depth play advice for the newest IBM, Macintosh, Amiga, and CD-ROM based computer games.

THRADDASH THE UTWIG!

Confused? Lee Johnson helps make sense of Star Control II


HYPERSPACE
VINDICATOR
FUEL
CREW
I see our feelings in this matter are in accord.
• If you don't defend yourselves, you will be enslaved by the Ur-Quan.
• The presence of the Ilwrath fleet in this region of space is an act of war!
• Would you consider an alliance with Earth and Melnorme forces against the Druuge?


HYPERSPACE
Salutations and welcome huge, scary spaceship –
VINDICATOR
FUEL
CREW
• What do you mean, 'blaze of glory'? What happened to the Shofixti?
• Why do the Syreen fight for the Ur-Quan?
• Why did the Yehat become battle slaves?

As much as **Star Control II** is about exploration and communication, it is also about resource management, in terms of material resources and of time. Efficient game play will allow the player more time to complete the tasks needed to win. To this end, the following tips are provided:

Mining

Fuel is expensive. Each unit purchased at the Earth starbase costs 30 Resource Units (RU)--the equivalent of five units of precious metals. It therefore pays to squeeze every possible benefit from a mining expedition. The astute captain will attempt to fill the cargo modules on every trip, with the most valuable minerals available. If the hold is full, less valuable materials can be discarded to make room for more valuable ones.

To determine how much fuel a planetary landing will cost, move the cursor in the 'Scan' menu to the 'Dispatch' entry. The status window will display the amount of fuel the excursion will consume. The number of RU a mining trip will collect can be estimated by adding value of the mineral type for each deposit revealed by the mineral scan, and multiplying the total by eight. If this value won't pay for the landing fuel, it's not worth the trip down. Lifeforms are the exception to the rule. It is almost always worth a trip to collect lifeforms, since each unit of biological data is worth four fuel units (120 RU!)

When planning a mining expedition, take the surface conditions into account. If the planet's surface is inhospitable, it will cost resource units to replace lost crew, but avoid losing landers (500 RU) at any cost. Obtain technology from the Melnorme which will drastically reduce the number of 'mining accidents'; however, some risk will always remain. There are so many planets in the **Star Control II** galaxy that a comprehensive list of good mining sites would fill entire pages. However, starship captains looking for a quick infusion of resources will find a visit to the third planet of the Alpha Centauri system *very* worthwhile.

If the flagship is well armed, 'park' the fleet in a hostile region of hyperspace and wait for enemies to come calling, with the objective of destroying the ships and scavenging the debris for RU. As most ships are worth between 100 and 250 RU, this becomes a cost-effective alternative to mining—*provided* that enemy fleets can be defeated without losing ships. Crew losses are cheap to replace, but replacement ships are very costly to build.

Navigation

The autopilot is the easiest and most efficient way of traveling in straight lines in hyperspace. When the flagship is under human control, the ship may travel in only sixteen different directions, making it difficult to follow a straight path between star systems. The autopilot, however, follows straight line paths exactly, saving time and fuel. In addition, when the autopilot flies near a star which is not at the ship's intended destination, it will pass it by without being drawn into the star system.

When planning to leave a star system, point the ship towards the nearest edge of the system before engaging the autopilot. This uses the least amount of time, because the autopilot will fly the ship in the direction it was last pointed, until it reaches hyperspace. At that point, the ship orients itself and follows the course charted on the star map. There are times when the autopilot should not be used. When in hyperspace, or in a star system where alien starships are near, the autopilot will often cause the flagship to blunder into

unwanted encounters. Manual maneuvering is better for eluding enemies, especially when the flagship has been equipped with extra turning jets and thrusters. Once a safe distance has been established, the autopilot may be re-engaged.

The Arilou have a technique for moving through space which saves tremendous amounts of time and fuel, especially over large distances. Arilou ships can be found between the Chandrasekhar and Circini constellations. While there, captains should keep a vigilant eye on their long range scanners, especially between the 17th and 20th day of each month.

Lifeform data makes an effective emergency fuel reserve. If fuel runs out while in hyperspace, a Melnorme trading ship will eventually appear. The lifeform data can then be sold for Melnorme credits, and the proceeds used to buy fuel. If a hyperwave caster is aboard the flagship, it can be used to summon a trader at any time while in hyperspace - even if fuel is still present in the tanks. Extended space voyages may be conducted in this manner, without returning to the starbase. Needless to say, it is exceedingly hazardous to run out of fuel while in hostile space, since there is a risk in being attacked before help can arrive.

Exploration

The Melnorme, whose ships can be found in any supergiant star system, are a valuable resource. The technology they sell makes mining and combat easier, and their information on alien races provides a starting point for many of the subplots in the game. Finding all ten of the 'rainbow worlds' which interest them will provide enough credit to buy all of the information and technology they have to offer. These rainbow worlds are not scattered randomly throughout the galaxy, but are arranged in deliberate straight lines. The Slylandro provide additional hints.

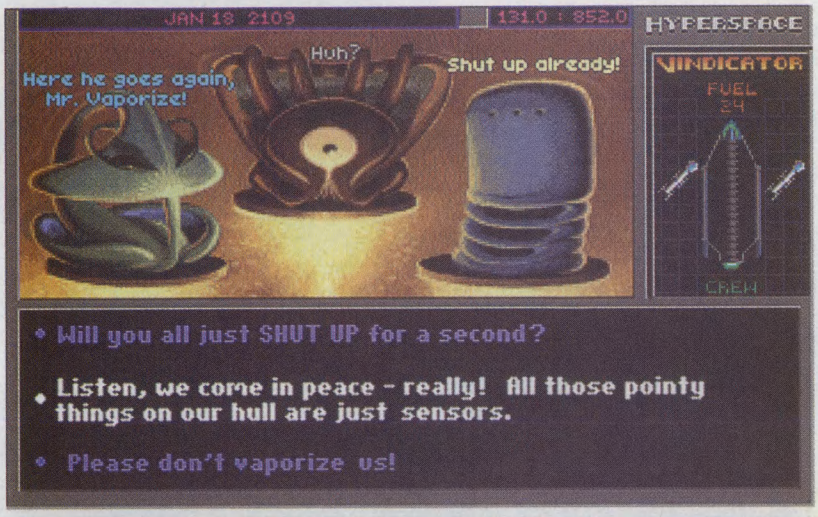
Speaking of the Slylandro, their robot probes present a deadly nuisance in the early phases of the game. The Zoq-Fot-Pik, at Alpha Tucanae, will be able to help in finding the Slylandro, so that their assistance can be gained in neutralizing the probes. The Zoq-Fot-Pik are good allies to have early in the game: While their Stinger ships are fragile, they are inexpensive, nimble, and devastatingly effective against starships that lack a powerful short range weapon, such as the Thraddash Torch - or even the Mycon Podship, which is vulnerable from behind.

Like the Melnorme, the Druuge are a race of traders. Unlike the Melnorme, who trade in information, the Druuge trade in slaves. Starship captains are strongly cautioned to consider the morale of the crew, before selling any of them to the Druuge. Fortunately, the Druuge also accept certain special items as trade goods, though be careful not to sell items that will be needed later on.

In one of the game's subplots, the player must reestablish the Shofixti race. This is necessary to further dealings with the Yehat, but it has the beneficial side effect of greatly reducing the cost of replacement crew members.

The Orz are a strange race, and should be treated with caution. In particular, it is wise not to question them too closely about the Androsynth. However, if the Orz can be induced to form an alliance, their Nemesis ships with their 'space commandos' are awesome fighting machines. These ships are expensive to produce, but provide much-needed muscle in battles against some of the galaxy's heavyweights.

Buy more time by persuading allies to pit their might against the Ur-Quan and Kohr-Ah. The Utwig and their allies, the Supox, play an important role in this regard. It is also possible to manipulate other races into situations which reduce their immediate threat to the player. These include the Thraddash, the Ilwrath, the Yehat, and the Mycon. The Zoq-Fot-Pik provide status reports which allow the amount of available time remaining in the game to be gauged. Good luck, Captain. The freedom of the galaxy rests in your hands! ❑


JAN 18 2109
131.0 : 852.0
HYPERSPACE
VINDICATOR
FUEL
34
CREW
Here he goes again, Mr. Vaporize!
Huh?
Shut up already!
• Will you all just SHUT UP for a second?
• Listen, we come in peace - really! All those pointy things on our hull are just sensors.
• Please don't vaporize us!

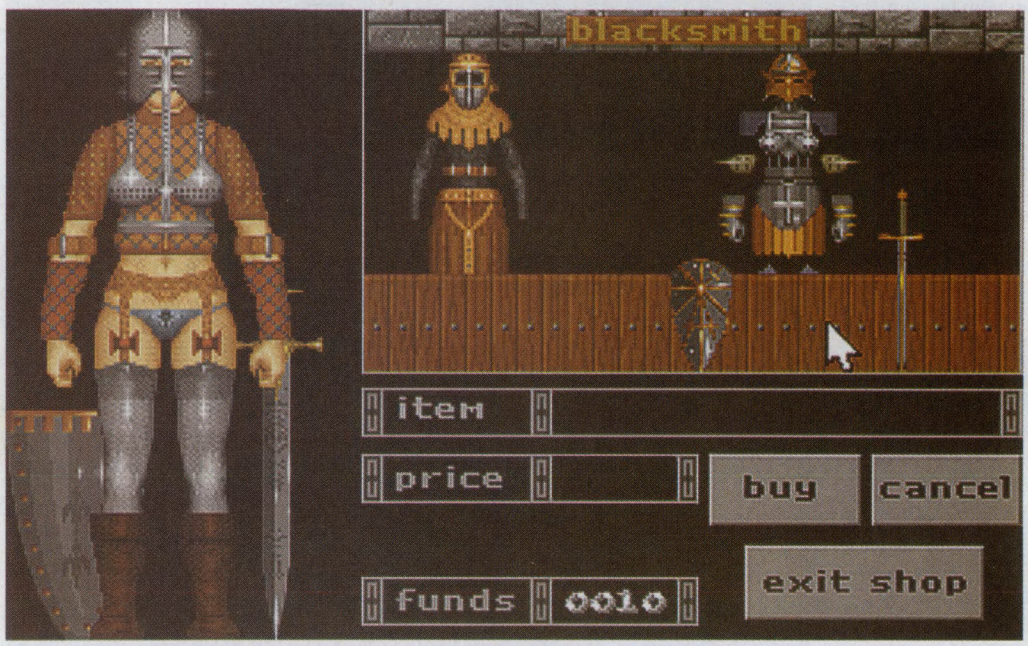
DEC 28 2109
202.5 : 803.0
HYPERSPACE
VINDICATOR
FUEL
312
CREW
• If you don't defend yourselves, you will be enslaved by the Ur-Quan.
• The presence of the Ilwrath fleet in this region of space is an act of war!
• Would you consider an alliance with Earth and Melnorme forces against the Druuge?

FEB 27 2109
145.3 : 422.3
HYPERSPACE
VINDICATOR
FUEL
208
CREW
• What do you mean, 'blaze of glory'? What happened to the Shofixti?
• Why do the Syreen fight for the Ur-Quan?
• Why did the Yehat become battle slaves?

Legends of Valor

Love story

By Andrew Backer



Legends of Valour is a kind of story that is not quite ready for prime time, and one that blows hot and cold as the story unfolds.

Getting started is one of the cold bits. Even the install program is awkward. It looks like it has locked up when it's actually just taking a very long time copying files without giving any feedback. Next, the introduction credits are interspersed with some breathtaking animation, but they have no sound support and neither do the graphically entrancing character creation sequences that follow.

The creative process

The creation sequence begins with a full body view of the game's single character in underwear. There are options to modify the character to a male or female, a human, elf or dwarf. Each modification changes the picture in the body view the way a Funhouse mirror might. There are also options to customize facial features and hair styles. All of these pictures are in VGA and are excellent.

The only annoying thing is that the attribute statistics displayed do not change during the modifications (although the documentation says they do), and never show up again. There is only a guild chart available showing the player's character and the progress made in joining the nine different guilds in the game. Statistics like experience points don't count in this game.

The player's character begins at the town gate of Mitteldorf. A large map is included with the documentation and there is an on screen map showing a miniature version of the large map and the character's location in it.

Mitteldorf is quite large and is rendered in first person VGA perspective much as **Wolfenstein** or **Ultima Underworld**. The view is not 'live' in that the player can't reach into it and manipulate objects with the mouse. Objects on the floor below the character show up in a special 'floor window.' These objects can be examined or picked up and placed in inventory boxes with the mouse. There are only four inventory boxes provided, but that isn't as bad as it sounds, for some items are automatically added to extra cash and trade goods 'pockets.'

Disappearing dead

A large number of non playing characters go about their daily business in town. They leave the player's character alone for the most part, but can be summoned with a push of an icon. Conversations are held via menu choices. Sometimes a NPC is aggressive and insults the player's character. If the player's character(s) is in auto-fight mode, they will fight and kill the NPC. The dead often leave cash or trade goods behind. Their bodies conveniently disappear.

Stores pay cash for trade goods and other items. There are fifteen different stores in Mitteldorf. Some of the stores have better prices than others. Buying and selling trade goods is one of the better ways of making a living in the game; gambling is another. Beetle races are particularly rewarding.

Grub stake

The player's character constantly needs money (groats) in order to sleep, eat and drink. (The character needs to sleep in an Inn or face the real possibility of being mugged during nap time.) A character runs through 300 groats a week in expenses, and seldom earns more than 50 groats a day. All of this grubbing for survival interferes with early quests and exploration and occupies way too much of the player's time, causing loss of interest.

The better part of the game revolves around joining various guilds and achieving status within the guilds by going on quests. The quests are mostly time limited scavenger hunts for items hidden in the

city. Once joined, guilds do pay a salary, enabling a character to spend more time questing and less on surviving, if they belong to enough guilds.

Doors of perception

The player discovers the plot while exploring the city and going on the quests. The beginning plot line involves the player's character in a search for a cousin who left the village to seek fame and fortune in Mitteldorf and has disappeared. The cousin leaves a series of notes in various taverns during the course of the game. These notes thicken the plot.

Other complications include police arresting the player's character for sometimes real but mostly arbitrary reasons (looking suspicious is a crime), food poisoning (caused by the most repulsive food there's ever been in a game), monsters in the cellars and finally locked doors. After completing a certain number of quests some guild members are able to open these doors.

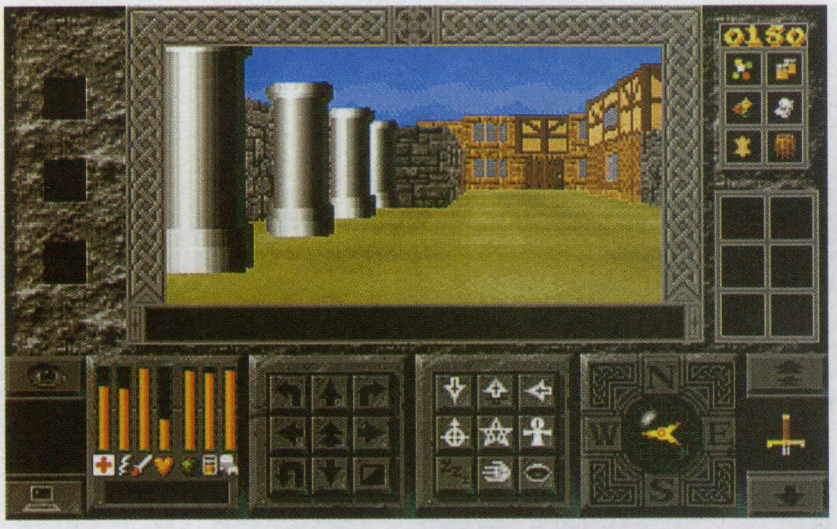
The game shows sunrise and sunset graphics whether the character is out of doors or not. These exterior cutaways can be very disorienting the first time they occur. Night does not come gradually, nor does the dawn. They arrive with an obnoxious bang! The game would have been better served with a simple moon or sun icon constantly showing the time.

On the streets

The most fun I've had in the game is maneuvering my character rapidly through the graphic extravaganza of a town. There are many architectural delights and the streets are always teeming with pedestrians. This part of the game is truly stunning visually and keeps me going back.

Fast travel is not intuitive, and must be discovered in the documentation. A simple click of the right mouse button puts the character into 'hustle mode.' Then a steady pressure on the left mouse button while moving the mouse moves the character rapidly around the screen. The speed is supersonic if the spacebar is pressed simultaneously.

This scroll rate is truly superior (as advertised) to anything in **Ultima Underworld**. Unfortunately, the claim that there is no pixelation when bumping into walls is not true. There is very little pixelation above ground in the town, true, but some of the narrow caves that aren't delineated as being built from concrete blocks are bewilderingly pixelated.



A more serious drawback is that the game can only be saved in Inn's or Taverns, which means that playing time is often lost when an inopportune arrest interrupts a quest's completion. The arrests often lead to a loss of cash, time and inventory items.

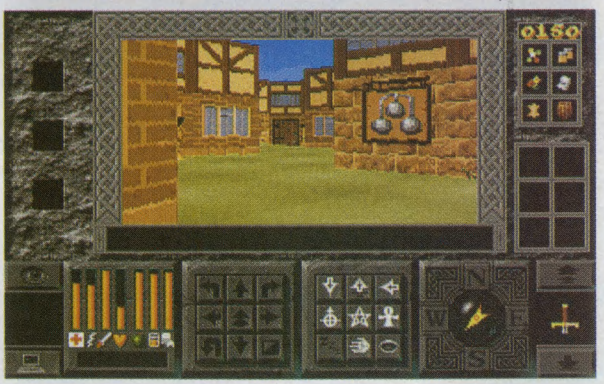
Rent store

Paying rent is also a real pain. Rent can only be paid up to 13 days in advance (and for no less than 7 days), and exploration, particularly underground explorations can eat away at the clock. It's easy to miss rent payments. Extra items, money, and trade goods can be stored in a room at an Inn, but, they are sold if the rent isn't paid. It is possible to store different save files and I highly recommend doing so to prevent a greedy landlord from selling important items.

Another interface quirk is that a quest item has to be in the character's hand when reporting back to the guild, otherwise the quest will not be recognized as having been completed.

There are many different dungeons and mazes in the game, some with more than one above ground entrance, most hidden in private dwellings. The Thieves guild can only be found by going underground. Monsters can generally only be found underground, although Werewolves do walk the streets of Mitteldorf at night. I have never been attacked by a werewolf, however, and indeed have not been attacked by many of the monsters I met underground, either.

Combat is not much fun in this game. It's infrequent, there aren't many rewards for fighting and it's just not very challenging. A battle with most individual monsters is over in two blows. There are three special magic items that enhance the character's ability in the game, but other than that armor and weapons are generic. There is not much stock to choose from.



In summary, I found the **Legends of Valour** mildly enjoyable, in spite of the adjustments I've had to make, but it is much more of a scavenger hunt adventure (accompanied by resource management and trade options) than the usual combat-oriented RPG.❑

Designed by
Kevin Bulmer, Ian Downend

Published by
SSI

System
PC

Graphics
VGA

Sound
PC, Soundblaster/SB Pro, Adlib, Roland

BLOCK BUSTERS

This month: The concluding parts to Wizardry 7 and Might and Magic: Clouds of Xeen

Wizardry 7: Crusaders of the Dark Savant (Part Three)

It's three in the morning and I'm sitting in The Boots of Re, staring at the flames in the fireplace. I'm trying to remember all the great adventures I just had in **Crusaders** so that I can finish this tip-thru. I can't believe I spent over 300 hours playing the game. I can't believe the game is finished. I can't believe I'm not in bed!

Remember that while most of the tips are mere nudges, some are spoilers. Last issue I left off still not having solved the waterslide in the Funhouse, but first, here is a summary of all that went before in the last two issues.

Total recall

I started a new party outside of New City. We explored as much of New City as we could, and then explored Orkogre Castle. We briefly stopped by Nyctalinth and found the teleport back to New City. We then went to Munkharama and found The Hidden Temple, The Land of Dreams and Xhen Xheng's School of Five Flowers. We took the road to Ukpyr, and joined the Umpani army, getting a final mission to go to Nyctalinth. We went to Nyctalinth and then to Rattkin Ruins, where we found the Funhouse and the waterslide. Here are a few of the more important tips:

- The name on the flyer found in the starter dungeon is the password to New City.
- Release the prisoner, but not before he talks about what to say to the King of Orkogre.
- The door with the bloodstains in Orkogre opens with a little 'reflection.'
- The Well in Munkharama wants what people used to put on the eyes of the dead.
- Find Munkharama's Hidden Temple by searching for the colored coins at the corners of the island, 'urning' them, and 'mooning' the Statue.
- Use the notched stick in the Hidden Temple's little hole in the wall.
- Plant a tree in the Sacred Grove and look for a face in the trees to get a helping hand into Rattkin Ruins.
- Practice stealing from the blind to get into Thieves Guild.
- Ask Blindmeis how to get into the Funhouse.
- Berie has a valuable potion.

And now to the new stuff. We're going to finish up the Funhouse. Then we'll explore Witches Mountain, Giant's Cave, and find the five flowers for Tseng. We'll go to whirpool cave and get the Wand Majestic. We'll visit Father Rulae, clean out Nyctalinth, visit Barlone and go to Old City. We'll operate the computer in the Forbidden Zone and rescue Vi. We'll teleport to Nyctalinth, and rescue Jan-ette on the road to Dionysceus. We'll clean out Dionysceus and then get a boat in New City and go sailing. We'll explore Dragon Caves, Sky City and then visit the Isle of Crypts. We'll explore the Crypts, find the Jewel of the Sun and go to the Cubes. We'll go back to the Isle of Crypts, find the Tomb of the Astral Dominae and finally finish the game at the Spaceship.

The Funhouse

Back at the Funhouse, I put the wooden dowel in a hole we found and made sure that the Bar & Rope was placed in a trap overlooking the waterslide. Then we experimented with the five levers we found (by dropping down through the revolving trough), finding 32 possible combinations. This was not any fun at all. We finally found that the only combination that worked was with the single lever on the top floor down and one of the two levers on each of the other two floors down. This put our party on land and not in the water after sliding down the waterslide.

We then found a bowling ball and after using it upstairs came sliding back down and triggered another Rube Goldberg machine that took us to a ladder to the outside. Before we took the ladder we found a room where we solved the Six Spears puzzle. We solved it by looking at our notes the T'Rang gave us when we were at Nyctalinth. We then found the Boat Map in a chest.

Witches' Mountain and Giants' Cave

We went up the ladder and explored the wilderness outside. We found trails up the mountain that led to Witches' Cave and a trail down to Giants' Cave.

We first explored Giants' Cave where we found our fourth flower. (We found the other three north of Ukpyr.) We also found a necromantic helm after we dispatched Spot.

We climbed up Witches' Mountain and found the fifth flower and four pieces of vine we tied together and hung from the top of the mountain. We climbed down in the dark and passed a spot where we felt a chill. I donned the necromantic helm while it was still dark and discovered the witches' names in this area. We used the information back in the Witches' cave and found the Sphinx Map.

The Wand Majestik

We climbed back down the vine and explored the area again. We found a cave with a large pool of water inside. We swam the waters and found a lever and a whirlpool. We flipped the lever and found another area of the cave. The Sphinx map gave us information that helped us find the Wand Majestik in the cave. (We used a puzzle

EMPIRE™ Deluxe

The Modern Version Of The Award Winning Classic

- An Addictive Strategy War Game
- Network and Modem Compatible
- Super VGA Graphics
- Advanced Scenario Editor
- Superior Computer A.I.
- Digitized Sound Effects
- Various Difficulty Settings
- Completely Re-Playable

By Mark Baldwin and Bob Rakosky

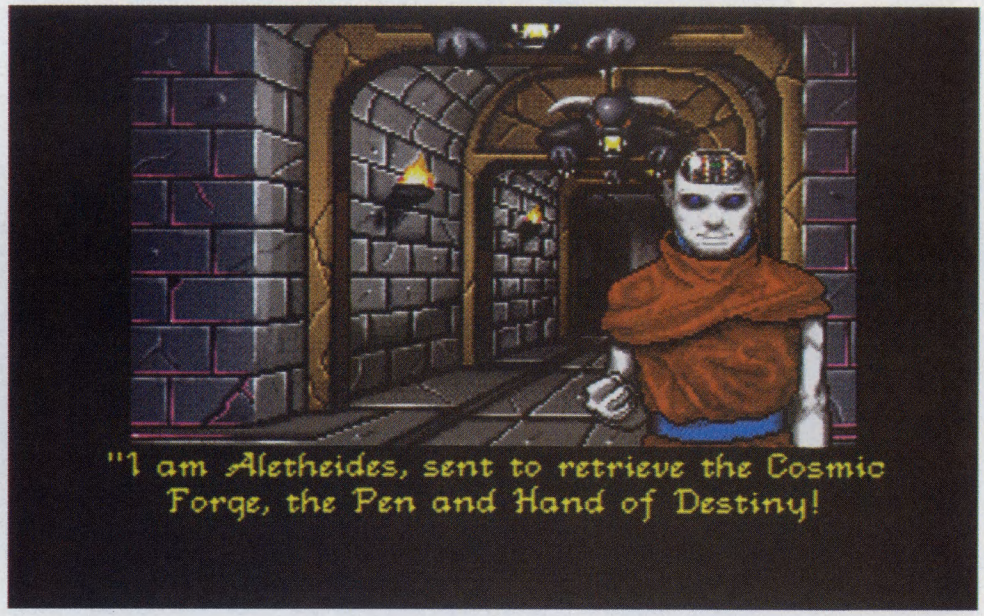
AVAILABLE AT YOUR LOCAL SOFTWARE RETAILER OR DIRECT FROM NEW WORLD AT 1-800-325-8898
(OR 1-818-999-0607 outside U.S.) P.O. BOX 4302 HOLLYWOOD, CALIFORNIA 90078-4302)

©1992 New World Computing, Inc and White Wolf Productions. Empire Deluxe is a trademark of New World Computing, Inc.
New World Computing is a registered trademark of New World Computing, Inc.
IBM screens shown. Actual screens may vary.

NEW WORLD COMPUTING®

Reader Service No. 88

CALL
1-800
795
5978



solving item we found in New City on a prominent feature of the cave mentioned in the Sphinx map.)

The five flowers

Since the cave was just north of Ukpyr we took the road to Ukpyr and then Munkharama to show Xhen Xheng we had all five flowers. He wasn't there, but he left a note. The note told us to go visit Father Rulae. We did and also bought something 'divine' Rulae was selling that allowed us to finish making up a potion using the flowers. Rocky, our Mage, drank it and added Snake Speed to her Personal Skills. Father Rulae showed us to a secret chamber that had an empty chest.

Nyctalinth

We went to Nyctalinth to do find and kill the Queen. We found some Savants operating computers. We wrote down the two different codes for Linkage Server and Host we saw on their screens. I thought these might be valuable at the computer we found in New City's Forbidden Zone (Using the Control Card I found in the T'Rang embassy in New City). We also found a code translator and a code book that had the information Don Barlone wanted.

Digging up a yummy

The ghost from Orkogre led us through a wall in the back of the Livestock building, and we soon were digging up graves with a spade we found. Thumbs found a yummy, mummy's paw that made an excellent second weapon for him. We also found a large cave. The cave had an area with T'Rang eggs and we used the weapon the General gave us back at Ukpyr. Behind the eggs was a ladder.

Earlier we found another ladder in the cave that led to a statue of Phoonzang, the Creator. There was an earlier clue that mentioned 'deep at the foot of the Creator.' We found a small statue. We went up the egg ladder, meeting and killing the Queen of the T'Rang. We finished up the Palace and then went back through the wall at the Livestock building.

We found a deranged Ghost guarding the Staff of Crossing. We rubbed the statue's belly after the Ghost took off with the Staff and he came back to get it, dropping the staff.We went through the energy field, finished up that area finding the Serpent Map and then went back to Rattkin Ruins to pay our respects to Don Barlone.

Barlone told us the secret word to get the Old City key from the librarian at New City (archives). We then killed Don Barlone and raided his treasure room. We did this because he repeatedly dunned us for 20% of our income!

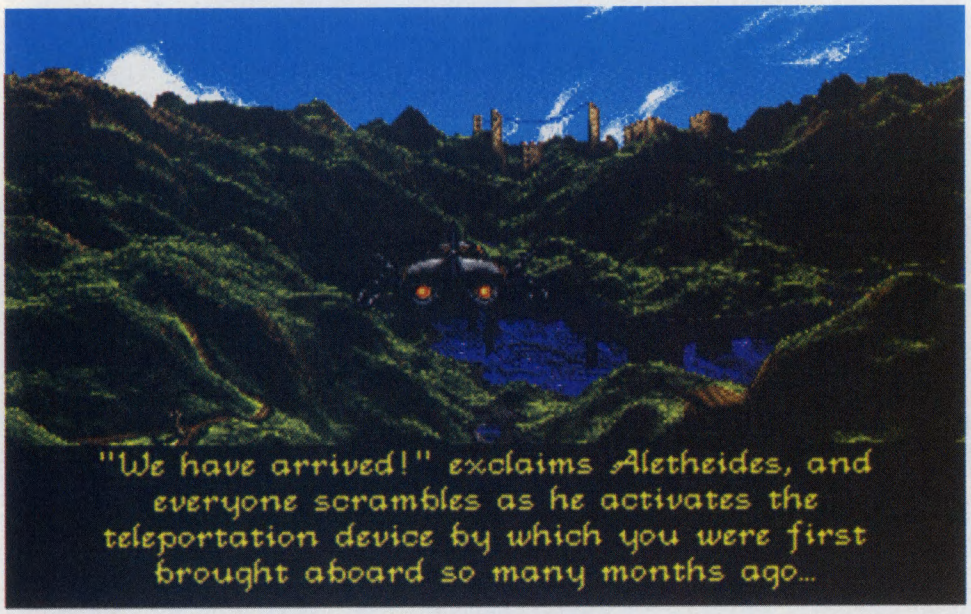
Two young ladies in distress

We went back to New City and finished up Old City and then visited the Forbidden Zone. The computer there worked just fine after we used the piece of equipment we found in the Umpani Security locker. (We found the code to open that locker in the Umpani Embassy when we explored the buildings around the landing field at Ukpyr.) We tried the Black Ship code first, making sure we did not make any mistakes when typing in the picky code.

We asked to see the files of various people's names we had run into. We got a bingo when we typed in Dominae. Vi showed up and then so did the Dark Savant. He threw her in a security cell and left. We used the Central Security access code (Device: Security cell) and the door opened. If anyone with twenty strength had been in our party, we could just have bashed the door down. Vi gave us a Communicator and a mission to find the Tomb of the Astral Dominae.

Urning powder in Dionysceus

We then went to the T'Rang embassy and teleported to Nyctalinth. On the road to Dionysceus we rescued another young lady in danger. Jan-ette gave us


"We have arrived!" exclaims Aletheides, and everyone scrambles as he activates the teleportation device by which you were first brought aboard so many months ago...

a banner to give to the boss lady in Sky City for our trouble.

Danes hated us and attacked us on sight in Dionysceus, so, instead of being able to buy Jonga powders from Almagorte (more affectionately known as Jonga Jim) we had to kill him. We got a few powders from him that way, but not as many as we would have liked. (Six would have been enough.) Jonga powder in a golden urn turns off the traps on each level.

Mooing in the dark

We found little statues that when placed on altars opened up stairways to the next level. We found the Ashes of Diam on the second level. The third level was a large dark area. Wizard Eye was helpful in exploring it. We learned a secret Mantra that allowed us each to meditate and gain Mind Control, another Personal Skill.

We spent some time meditating. Mind Control proved effective later at warding off mental attacks. Some of us were better meditators than others. Poor Rocky never did really get the hang of it.

The next few floors weren't especially difficult. The exploding chests in the level with the Coffers were irritating, but once we knew they were unavoidable, we took the damage without complaints. We had several Keys of Coffer remaining when we found the stairs to the next level. We dropped them. (By the way, we discovered that we could usually go back and pick up items that we dropped, as long as we remembered where we dropped them. The item appeared in the lower right hand corner of the screen.)

Fireball hall

The next floor had several teleports and a terrible place we called 'Fireball Hall.' A madman exhorted lunatics behind cell doors to fireball us each step along the hall. We skipped this painful madness and went up to the next floor, and came down when the hall was safe to travel. (We put a statue on an altar and then found The Key of Ascension in a chest near the altar. We opened a nearby gate and teleported to the top floor. There we found a stair down to the Magna Dane. He assigned us to go back up to the pit to summon a demon and get his horn. We did just that with the aid of the Magna Dane's advice and the spell Astral Gate.

The Demon's Horn fell into the pit and we heard the madman exhorting his lunatics to get it. We jumped down the pit and got the horn before they could and wound up in Fireball Hall again, but this time, without fireballs.)

Book of Immortals

Behind the chrome door at the end of Fireball Hall was a chest with +3 armor (Mama loved it!) and the Book of Immortals. The book explained how to summon a demon but only duplicated what the Magna Dane told us.

We then went back to the Magna Dane, killed him and took his treasure, including an elusive treasure chest behind several gates with a skull head. The Demon's Ring opened up one non-skull head gate we had trouble with (near where the battle with the Magna Dane took place) and the Demon's horn finally opened one of the demon's head gates. We found the Coil of Serpents in that treasure chest.

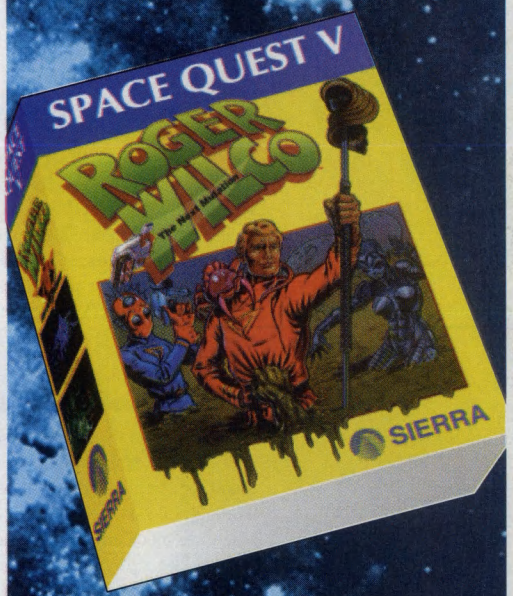
Sailing, I'm sailing

Then we were ready to go sailing. The boat was back at the Curio Museum. We used the boat map to solve the Curio Museum puzzle hiding it, and then headed south.

We passed three small islands with stone blocks on them. One of the islands had a wall with hieroglyphics that looked familiar. However, we passed them by and went a little ways east and then directly south.

We found a foggy area. We went south through the fog and found Dragon Mountains! The Serpent Map gave us the hints we needed to wait till dark and find a glowing spot on a mountain. We used the Coil of Serpents there and a passage into another harbor opened up.

GET THIS GAME



FREE!

When you switch to the crystal clarity of

Sprint®

Dragon Caves

We explored the several caves on the shores of that harbor. We found several treasure chests, and several dragons. The most important discovery was finding a Black Skull key we needed later on the Isle of Crypts. There was also a ladder in the last cave, and that ladder lead to Sky City.

Sky City

Jan-ette welcomed us to Sky City. Invisible walls surrounded us. We mapped our way to the different areas, and eventually were able to give the banner Jan-ette had given us to her boss who gave us an amulet and bought some of our maps and sold us some very useful items. (Mama invoked the amulet and got Eagle Eye.) She had credit cards for sale that were useful, but we spent most of our money on Ankhs that improved all our attributes. Several of us had attributes of twenty before we finished buying. The Healing Ankhs were a favorite because they regenerated hit points while resting.

Spaceship

There were two tests to pass before being able to enter a spaceship. We used the name of the Creator to pass the first test, and we bashed in the door that lead to the spaceship rather than solving the puzzle involved in the second test. (The solution may have been in the Dragon Map, but we couldn't solve it. There is a solution in the Crypts, but we found it easier just to bash down the door!) The name of the Creator also worked to get us into the spaceship where we found some very important items.

We found four special weapons in Sky City. We chose the Light Sword for Thumbs. We thought it the most effective of the weapons offered and the only one that didn't need power packs to operate.

The Isle of Crypts

We left Sky City and Dragon Cave and sailed back north and found the three islands with the stone blocks. We looked at the familiar hieroglyphics on the wall and remembered the cave with the whirlpool where we met a creature that helped us get the Wand Majestik. This seemed like a good place to use the Wand and we did.

We then answered an easy riddle, and a pathway opened up to a ladder that took us to the Crypts. There are several traps in the Crypts but again Jonga powder in a golden urn turned them off. We kept running into a ghost that wanted what sounded like 'a mossy knob.' What the ghost was really saying was a mirror reflection of the words, 'brush and comb.' We gave them to a most grateful mummy and the ghost left us alone.

Oh, horrors, all those Gorrors!

The Black Skull key opened up a gate to the next level and we found the Hall of Gorrors. The Beast of a Thousand Eyes was particularly hard to kill. In order to do so, we needed as much Dazzling Light protection as possible and much luck. The Bat amulets were helpful. We didn't have to kill the Gorrors. They were only an interesting set of side adventures.

The Jewel of the Sun

What found a room on the level with the Gorrors where we used the Legend map on a four sided stone we found there. This gave us information we could have used to solve the second test back at Sky City, but didn't. We also found a button elsewhere that opened a passage to the Jewel of the Sun. We had to do a little swimming near the entrance of Gorror Hall to find the button.

We left the Crypt and went to the neighboring islands, where the 'cubes' were. We knew that those stone blocks were good for something. They were both hollow, and could be entered on one side. We found a use for the Jewel of the Sun in one and got an object for the endgame.

The Tomb of Astral Dominae

We came back to the Hall of Gorrors and found a stair down to another level that had a series of areas we absolutely had to map because of the many, many teleports they contained. We eventually found several items including a Water Key that led to a room with a healing fountain, a chest with the Star Map (more information for solving the second test, and a Pentagram that we solved with the aid of the Crystal Map.

A path opened up that lead to a stair down to the Tomb of Astral Dominae. The gate to the tomb only opened after we explored every inch of that level first and found the names of all the maps. In the center of the Tomb was a trapdoor we couldn't open. We saved the game here, started another Savegame and then called Vi on the Communicator.

Endgame

Vi helped us get the Astral Dominae (a Globe). She asked us to take her along when we escaped the planet. We said yes (saying no leads to different endings) We then won a battle with the Dark Savant and Vi took off saying she would meet us at the spaceship in Sky City. We went back to Sky City, made a profoundly difficult choice between two perplexing options offered, and the game ended.

Final Thoughts

It's time to put out the lamp and stumble to bed, but first, a few thoughts.

'Bane' and **'Crusaders'** are but two exciting chapters in this most complex and thought provoking series of CRPGs.

David Bradley is a very ambitious, intelligent and impishly clever story teller. The story he is telling makes for not only a very fine hack and slash adventure but has a great depth of moral complexity as well. The game makes us, as players, feel morally responsible for our characters' actions. Dave creates a computer universe where our characters must morally interact with the games NPCs.

These various individual and groups of NPCs all have unique and differentiated traits, personalities and moralities. We are repulsed by some, charmed by others and compete with them all. All of them pursue the same goals we do and we constantly have to make choices as to who to help, who to ask for help, who to trust, who to betray, who to steal from, and who to kill.

These choices can close off some game options, open up others. (There are six different endings possible in the game, and most of those endings lead to a playable position in the next game.)

Bradley does not limit our choices. We have free will. We can betray and kill and maim and steal all we like, and Dave does not punish us by kicking us out of the game. However, the choices we make do change the game's possible outcomes. Or, as the Bard says, 'The fault dear Brutus is not in our stars that we are underlings, but in ourselves.'

All of the various characters speak a phrase that's been modified with sound tricks when they appear. For instance, the Danes chant, 'Pia Zadora.' Another one of the sound designer's jokes is that the Dark Savant says, 'Dave is God.'

Many innocents who play the game will think of **Bane** and **Crusaders** as only ordinary hack and slash CRPGs. I believe they are much more, something altogether finer and much more sophisticated: they are milestones in interactive gaming. Perhaps the sound designer's right. Maybe Dave is God!

'Unca'

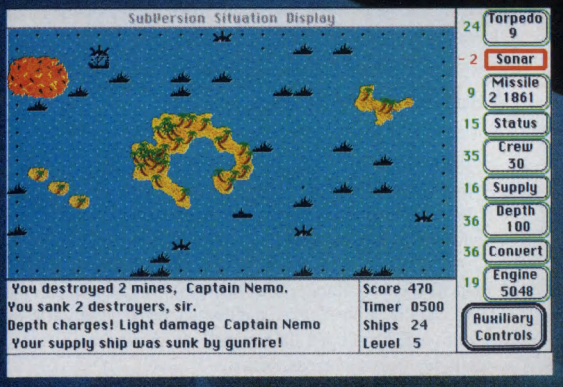
SubVersion™ 1.0

War has been declared! As Commander of the Attack Submarine "Nautilus", your mission is to engage any and all enemy vessels within the region and obliterate them. Warning! They are armed with high-tech equipment and they are out to sink you!

Chase down and sink destroyers with either a speedy torpedo or a nuclear-tipped missile. Blow enemy submarines out of the water as they close in on you. Dodge the cumbersome but sensitive mines -- snag a cable and it's off to a watery grave. Send out your frogmen for some demolition work.

Watch your resources! With only two supply ships, you'll have to be careful. Use them unwisely and you may find yourself sinking helplessly towards an implosive end.

SubVersion™ is a challenging balance of strategy and tactics. With 10 levels and over 300,000 combinations of game play, SubVersion is sure to provide you with hours of destroyer-bashing fun.



Macintosh 16 color screen shown

Available for Macintosh and compatible machines. Coming soon for IBM PCs and other computer systems.

See your local retailer or call:

Game Created by: Captain Byte's Bit Shop
Box Artwork by: Josh Stigers
Computer Artwork by: Steve Laveirge

Point Of View Computing, Inc.
5050 Edison, Suite 221
Colorado Springs, CO 80915
719 591 5320

Copyright © 1992 Captain Byte's Bit Shop. All rights reserved worldwide.
SubVersion is a trademark of Point Of View Computing, Inc.

Reader Service No. 26

Might and Magic: Clouds of Xeen (part 2)

Biological age plays a realistic part in the world of Xeen. Newly created characters enter the game at age 18 (maybe they can't adventure as minors?) and could conceivably age naturally until their death. While some races have longer lifespans than others, all characters will show the effects of aging through decreases in some statistics. By the end of the game, my party had naturally aged about five years, and they were still fairly young at only 23.

Some monsters or encounters can cause the party members to age faster than normal. This is indicated by a darkened figure by the age statistic on the character review screen, and while it is a temporary condition it can be just as detrimental to them as the real thing. Fortunately, there is a way to undo this situation as many times as necessary by helping the four seasons to renew the land.

The Druid of Summer at B2 (1,10) must be visited first to get the Last Flower of Summer. Trade this with the Autumn Druid at C2 (15,9) for the Last Fallen Leaf of Autumn. Next stop is the Winter Druid at A3 (6,1) who takes the Leaf and gives the Last Snowflake of Winter. The cycle completes by visiting the Spring Druid at E3 (3,14) and trading the Snowflake for the Last Raindrop of Spring. The party members will all return to their natural ages, and if this is the first time the seasons have been turned they will receive 150,000 experience and the reward 'Turned Seasons'.

Towers and dungeons

There are three towers and three dungeons that must be explored to finish the game. The first dungeon is the Temple of Yak at E4 (4,4). The player receives the stone to open this dungeon as part of a quest to restore Mirabeth the Mermaid at D4 (12,3). Inside the Temple the party will find the Elixir of Restoration, books that teach cleric spells and several King's Megacredits. Restoring Mirabeth earns the characters a 450,000 point reward and a +5 increase in Personality.

The Witch's Tower at F4 (10,9) is entered with the key from the Old Woman Valia at F4 (9,3) who wants the party to recover the Alacorn of Falista. The player will find vats with treasure and some that will increase all of the statistics for one character by one point permanently. There are also skulls that will teach spells in exchange for gems, including Lightning, Toxic Cloud, Clairvoyance, Pain and Beast Master. The Alacorn is in a secret room on the fourth level which opens when the party gives the password 'Rosebud' to the skull. When the Alacorn is returned to Valia the characters receive 60,000 experience and the title of 'Crusaders.' There are caged children in the tower who may be freed for 5,000 experience each, as well.

The Megacredits are used to get the King's Engineer to build a castle for the party at C4 (11,12). The castle is essential to the game, as it will have almost all the luxuries of any of the five cities. It will also be the only place in Xeen where the party may train above level 15. The player may travel directly to the castle site by entering 'Newcastle' at a Mirror Portal.

When the characters first visit this spot they meet Ebenezer the Taxman who will sell the land for 50,000 gold. It will take five Megacredits to build the first level, then the Taxman gives the player a stone to enter the Tomb of 1000 Terrors at C4 (6,6). After collecting five more Megacredits, the second level of the castle is built and Ebenezer finds the stone to Golem Dungeon at B4 (11,9). The player could have enough Megacredits to pay for the third level of the castle without completing Golem Dungeon, but the characters will receive a one level promotion for becoming 'Golem Masters'.

Finally, the dungeon must be excavated to find the Xeen Slayer sword, the only weapon that will kill Xeen. This costs 5 Megacredits, but to obtain an Excavation Permit from the Royal Advisor the party must first rescue Crodo from Darzog's Tower at D3 (4,13). The key to this tower is found in the Tower of High Magic at C4 (6,15), and the key to that tower is hidden in the Caves of Illusion B4 (2,15). The characters will receive 1 million experience for rescuing Crodo, then must explore Newcastle's dungeon after it is built. Darzog's Tower contains books that will increase each of the six statistics by 20 points, but only one time.

There are no battles in Newcastle's dungeon, and the player should have no trouble finding the special sword. There are also several 'Potions of the GODS!' that can be used to heal the entire party from any condition save eradication. Once armed and trained to at least level 18, cast Day of Protection and Day of Sorcery before attempting the final battles.

Xeen's castle is directly north from the top level of Darzog's Tower, but to enter the party must win a Lord Xeen Cupie Doll. There are four tents in the clouds around the castle where the party must pass tests of might, speed, accuracy, and endurance to win dolls. These four dolls are exchanged at a fifth tent for the Cupie Doll, then the player may enter. The characters then fight their way to each of the four corners of the castle to deactivate four generators that control Fire, Ice, Poison and Electricity traps in the central room. The battle with Xeen and his 'pet' occurs on the top level and really isn't very difficult, especially as the game allows the player to move the Xeen Slayer sword around between characters even during combat.

Additional quests

Here are some additional quests that the player may wish to complete before the final battle, although they still can be completed afterwards. Besides the added experience, these quests are the only way to get some of the best spells.

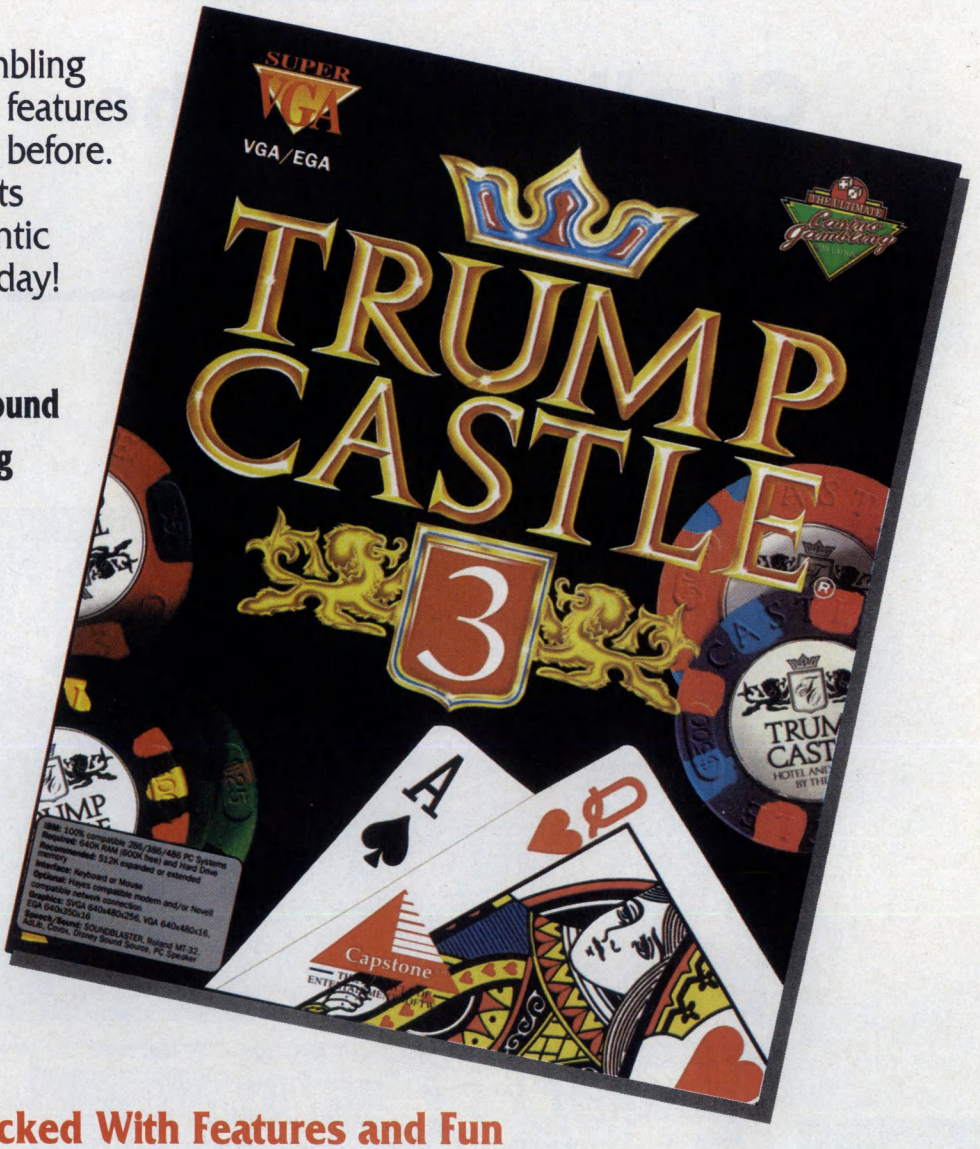
- Thickbark the talking tree at B3 (6,3) rewards the party with 75,000 exp and the Super Shelter spell when the Troll lair at B4 (2,7) is destroyed. The Super Shelter spell allows the characters to rest a full eight hours even near an enemy.
- Return the Scarab of Imaging at C1 (15,11) to Carlawna the Cleric at C2 (10,6), then she teachs the party the Moon Ray spell and gives 75,000 points experience.
- Falagar the Wizard at C2 (8,11) will reward 75,000 experience points and teach the Megavolts spell when the party returns the stolen Crystals of Piezoelectrity from the city of Asp.
- After killing the Water Dragon in the lake surrounding Darzog's Tower, the characters receive 100,000 points and good treasure from Medin the Fisherman at C3 (12,13).
- Destroy the Cyclops outpost at A4 (10,8) and receive 100,000 experience as well as treasure from Glom the Gnome King at A3 (10,0).
- Recover the Scroll of Insight from the third level of Castle Beneji and return it to Arie the Apprentice at A1 (11,5) for 750,000 experience. The castle also has scrolls to increase the characters' elemental resistances.

End of story.❑

Gregg Ellsworth

The Ultimate Casino Gambling Simulation Just Got Better...

This all new generation of gambling software offers more games, more features and more realistic action than ever before. Capstone Software proudly presents ***TRUMP CASTLE 3,*** the most authentic casino simulation on the market today!



FEATURES

- **Super VGA Graphics and Super Sound**
- **Multi-Player Capabilities including Modem and Network Play**
- **All the Popular Casino Games**

– BLACKJACK	– VIDEO POKER
– ROULETTE	– 36 SLOT MACHINES
– BACCARAT	– 4 TYPES OF POKER (5-Card Draw, 5 and 7-Card Stud, Texas Hold 'Em)
– KENO	
– CRAPS	

Packed With Features and Fun

From the clever "Create-Your-Own Casino Characters" to the handy Help screens and pay-out ratio charts, you'll find a wealth of *"extras"* to enhance your gaming enjoyment.

What people say about **TRUMP CASTLE** software:

"The next best thing to being in Atlantic City." Lexington, MA

"Great graphics! A real enjoyment!" Boca Raton, FL

"Brilliant and outstanding!" Garland, TX

"Very comprehensive. I enjoy it all." Camp Hill, PA

"It's like I'm sitting in a casino... Keep up the fantastic work." San Jose, CA

Trump Castle is a registered trademark of Trump's Castle Associates.

Reader Service No. 104

REQUIREMENTS

IBM and 100% compatible 286/386/486 PC Systems with 640K RAM (600K free) and Hard Drive. Recommended 512K expanded or extended memory. Keyboard or mouse. Optional Hayes compatible modem and/or Novell compatible network connection. SVGA (640x480x256), VGA (640x480x16), EGA (640x350x16). SOUNDBLASTER, AdLib, Roland MT-32, Covox, Disney Sound Source, PC Speaker.

Capstone™
THE PINNACLE OF ENTERTAINMENT SOFTWARE

Capstone Entertainment Software

See your software dealer or call:

Tel.: 1-800-468-7226

FL Res.: (305) 591-5900

for MC/Visa/AmEx ORDERS

Challenge of the Five Realms

A Prince Becomes a King

By Clancy Shaffer

Story by
Marc Miller

Designed by
F J Lennon, Rick Hall, Marc Miller

Published by
Microplay

Sound
AdLib, SoundBlaster, Roland, Convox

Graphics
MCGA, VGA 256 color

Supports
Mouse, Joystick, Keyboard, MS DOS 3.3 or better

Notes
A substantially enhanced CD-ROM version should be available now

Grimnoth, a Sorcerer of great strength materializes in the Castle of the King of Alonia, kills the King demands the Crown be delivered to him. So in a few minutes his life changes, from that of a pampered prince to the would-be savior of the world, and with a mandate to reunite the five realms of Nhagardia.

The story is an original scenario by Marc Miller, formerly of GDW and was written to take advantage of CD Rom (to be released after the floppy version later this year). Over 6 megabytes are used for the movie-like introduction alone. The entire game uses over 22 megabytes, featuring state-of-the-art animation and speech in its cinematic scenes.

The game is started by the generation of a single character with 40 Attributes and Skills, plus Hit Points, Magic Points, Fatigue Factor and Encumbrance, or with a pregenerated character, or by answering 8 questions, to generate one's own character.

Let's face it

Regardless of which character used, any name is acceptable. By using a built in paint kit it is possible to create, pixel by pixel, a face to one's own likeness. A help screen is built in as is a save unit for extra faces; ears, eyes, mouths, hair and headgear - this is almost a game within a game. For players who play games vicariously, all this will add to their enjoyment.

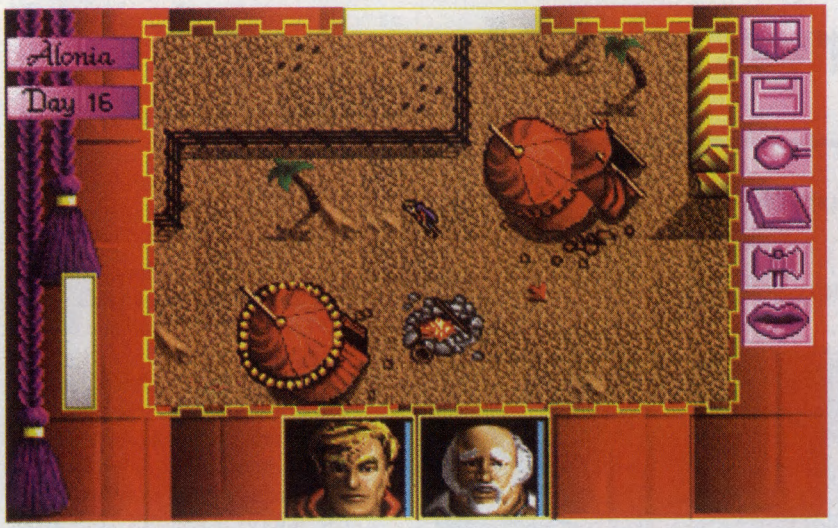
The young Prince must deliver the crown to Grimnoth in 100 days or suffer destruction of the entire kingdom, in the meantime knights have stolen the crown and given it to cousin Duke Gormond who nows claims the kingdom. Before the end of the game, the other four kingdoms must be discovered

Magic was banished from the kingdom by one's the King, the only magical aid must come from Cagliostra, a witch that was formally in favor. Fraywood the elven home, Aerius the kingdom among the clouds, Thalassy at the bottom of the ocean and Alveola the gnome's underground kingdom. From each can be obtained a magic item that will help find and destroy Grimnoth. In the meantime the Spell of Darkness has started and moves slowly across the land, destroying all life as it progresses.

The interface of the game (which is excellent) is broken down into a number of components:

- A Realm or Village- giving the name of your location.
- The day number since the adventure began.
- NPC window - clicking on a character, will reveal a portrait also view the spoken text.
- Plaque of Darkness indicator.
- Player Characters and their Stats.
- Other Game Icons
- Collective Stamina Bar- Indicating the fatigue level of each character, his endurance, strength and hunger factor.

One of the more interesting Icons allows a zoom to an overhead view of the village or area. NPCs are represented as red dots, important buildings are displayed in green. The World Map lets one see the



current location at any given moment, and by clicking it is possible to move to that area at once, although valuable time will be used. The World Map is in color and the trip is shown by a red line moving on the map. The name of the currant location is always highlighted in blue.

All through the Realms are shops for weapons, Armor, Stables, Shipyards on the Shores, Alchemist, Taverns, Lodgings and Healers. The game uses the PAL system (as seen in **Twilight 2000**) which was developed to avoid the cumbersome details of giving specific instructions to NPCs in a party. This system allows anyone to speak up and volunteer for the tasks they are best suited for.

Each character has a unique personality. Some are aggressive and confident, others are experts at picking locks bargaining, spellcasting, etc. The player has the ability to override characters if so desired, but usually it's in one's interest to go along with them. Quick Combat is another option; the computer takes over and continues with the fight. Spellcasting and Magic are an integral part of the game and easy to use; bind a spell to an object and use it at a later time.

The manual is well written, giving full descriptions of the various Icons and their use. It also gives a complete reference for the weapons, currency, armor and shields used.

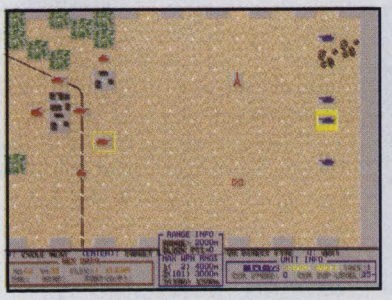
In short, the game has an interesting story line and one that holds the attention. The color, sound and speech are all top notch. The five different realms each have a unique graphic style and the medieval music is fits into the playing mood without being jarring or obtrusive.

Challenge of the Five Realms is thoroughly recommend even in floppy form. The forthcoming CD ROM version could establish new standards in the role playing genre.❑

The WARGAMER'S Computer Company

NEW! FROM HPS SIMULATIONS

POINT OF ATTACK



Authentic weapons capabilities with authentic combat results.

Unmatched detail down to individual rounds resolution.

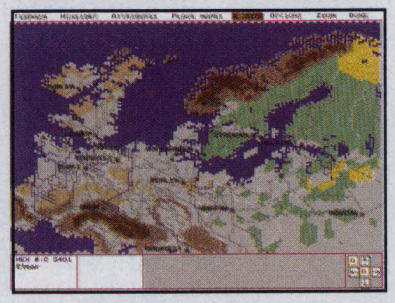
Over 100 weapons from 11 nations.

Set in the volatile Middle East, ***Point of Attack*** operates on a platoon-section level. Create custom engagements, or explore one of the five scenarios. Features night combat, adjustable weather conditions, morale and other intangible factors, advanced artillery, and lots more.

The most realistic PC tactical combat simulation available!

Requires an EGA display and at least 512K of RAM.
IBM only **$54.95**

AIDE DE CAMP



Take ANY board wargame and play it on your PC.

Play-by mail or modem.

Save floor space and playing time.

Create colorful maps, up to 30,000 hexes, by using the drawing editor to design terrain and units. Multiple user-defined zoom levels. Permanently save game set-ups as well as turns including movement and combat for later review/replay. Compatible with all game systems, theaters, scales and eras. Design your own game. Imagination is your only limit.

Requires a hard disk, VGA display, and at least 600K of RAM. Mouse optional.
IBM only **$79.95**

Available only by mail.
Please add $4.00 shipping and handling.

Mail checks/money orders to:
HPS Simulations, P.O. Box 3245
Santa Clara, CA 95055-3245

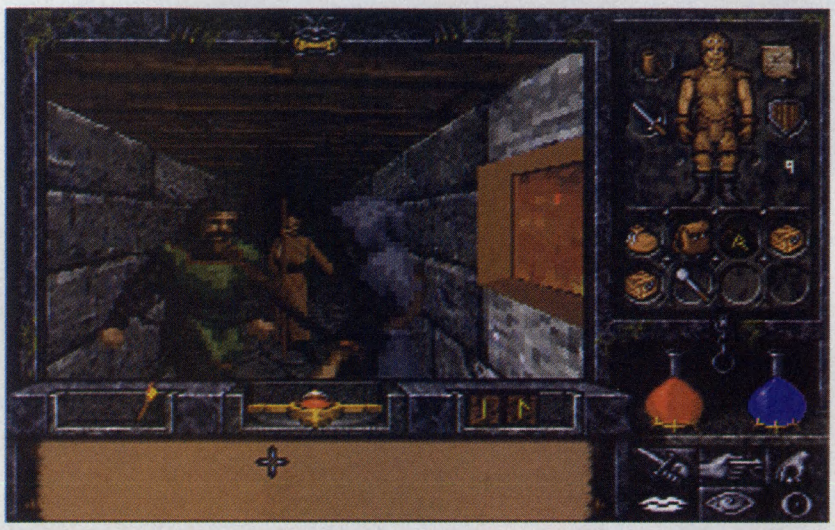
CA residents add state sales tax.
Please specify disk spec when ordering.

Reader Service No. 27

Ultima Underworld II

Labyrinth of Worlds

By Joan McKeown



Spinner
Borne
Even in captivity, he has resisted our interrogator's finest efforts. If we had his knowledge of rebel tactics, we could end this war within a year, crush the last human...er, rebel resistance. As it is, he just sits there smugly, waiting for his friends to break in and rescue him.
I shall crack him like a walnut, my friend.
The results of thy visit are eagerly awaited in the capital. These gauntlets shall get thee through the forcefield, and the password is "swordfish"; the guard will let thee through.
1. On my way!

Designed by
Looking Glass Technologies

Published by
Origin Systems

Systems
PC

Supports
Mouse, Joystick, Sound Blaster, Sound Blaster Pro, AdLib Music Card, and Roland MT-32 or LAPC-1

Graphics
EGA, VGA

Notes
MCGA as on PS/2 models 25 and 30 will not work with **UW2**. The pre-release version reviewed here contained a file called UWEDIT which is a construction kit object editor. Unfortunately, because of the Christmas holidays, we were unable to get confirmation from Origin that this would be in the production version of the game.

Sensational. **Ultima Underworld II: Labyrinth of Worlds** fulfills the promise suggested in **Ultima Underworld: The Stygian Abyss** and should do for Origin what Disneyland did for Anaheim.

The Abyss has been penetrated, the Guardian subdued, all's right with Britannia. Party hearty and enjoy the peace and tranquility that go along with victory. Ahhhhhhhhhh . . . relaxation time. Not hardly!

The opening scenes fade, night crawls over the world and fireworks erupt. An ominous black shadow creeps upward, obscuring the castle from view. Ooops. Seems we are on the inside of that rim of darkness, locked into the castle by an antimagical gemstone wall, possibly created from the fears within us all.

Thus begins one of the finest romantic adventures ever. Presented in a grand and nearly realistic environment, **Labyrinth of Worlds** is designed to take the gamer to new heights of gameplay. I am a willing traveller.

Alternate Reality

The technology introduced in **The Abyss** was so spectacular and so much fun to play with that story and roleplay characteristics were secondary considerations. In **Labyrinth of Worlds** we are treated to a synergistic melange of technology and roleplay that works on just about every level. Scenic grandeur, smashing combat, NPCs with conversational skills, an automapping system to live for, and enough alternate realities to provide a month of sundays worth of fun.

The alternate realities are several different worlds that, combined, make up the Labyrinth that must be navigated and conquered to successfully complete the game. Entrance to any of the several other worlds is through a miniature version of the gemstone that has locked everyone in the castle. The minigem is located on subterranean level five of the castle and must be reached through a bunny hole on level three. Once the minigem has been found, a quick route between levels five and one of the castle opens and travel time is cut well down.

Jump for joy

The interface is complicated but not difficult to learn. I find that a combination of mouse and keyboard control works the best. Running, looking and using things is most intuitive with the mouse. Creeping around corners, jumping and other fine control needs are best handled with the keyboard controls.

I haven't tried **UW2** with a joystick but imagine that it would be the easiest way of interacting with the game. One very nice touch in the interface is that the player can not inadvertently walk off the edge of a precipice. Run off by accident or intent, yes, but walk off, no.

In addition to the enhanced control over where and when a character can be moved, **UW2** provides some really slick terrain to be navigated. The need to leap from pillar to pillar has been enhanced by a new need for patience and depth perception. The now familiar dungeon with the moving floor set-piece has been added to the Underworld, and because of the disorienting nature of travel in the Underworld, extreme caution is needed. Pillars that rise and fall from water or lava can be used as elevators in several sections of the

Underworld, but it is necessary to wait and watch them move for a cycle or two before trying to negotiate the proper path. Strategic savegame tactics are highly recommended.

Drop dead red

The **UW2** game screen is very similar to the display in the first game, with some refinements. The option icons have moved from the left boarder of the screen to the lower right hand corner and are more compact in appearance. The 3D window and character panel remain essentially the same. The hovering Gargoyle's eyes indicate the condition of opponents in combat. The eyes change from a healthy green through a wounded yellow to an about to drop dead red as the player's blows land.

The player's forearm and hand are displayed in the 3D window during combat, and in the hand the player can see a highly detailed rendering of the weapon in use. When a blow lands on the enemy, a splat of bloody red ichor indicates the amount of damage done. Very satisfying for the blood thirsty among us.

To amuse the rather fey among us, the designers have tweaked the monster graphics to add some visually hilarious touches. In one of the alternate worlds of the Labyrinth, the one I call Iceland in the save game files, Yeti toss snowballs, cats yowl on the prowl and combat results in sudden circumcisions for the big guys, somersaulting death throes from the pusillanimous pussies. All together a delightful experience.

Buttering up

Game speed is acceptable but sluggish on a 386sx/16 system. To speed things up, the game can run at any one of four levels of graphics detail from very high down to low. I found that high detail was a good compromise between speed and visibility since only ceiling textures are lost at that setting. On a 486/50 the game runs like butter on hotcakes at the highest detail level.

The many worlds that make up the **Labyrinth** are accounted for by Nystul, Court Magician to Lord British, in a document that covers the history and current status of Britannia. Nystul explains that just as Earth and Britannia are contiguous planes connected by the Moongates, other dimensions of the multiverse exist and are in contact with but not part of one another.

When events in alternate plains coincide with happenings in Britannia, a portal is likely to become available and the Avatar can travel among the dimensions. Simple enough.

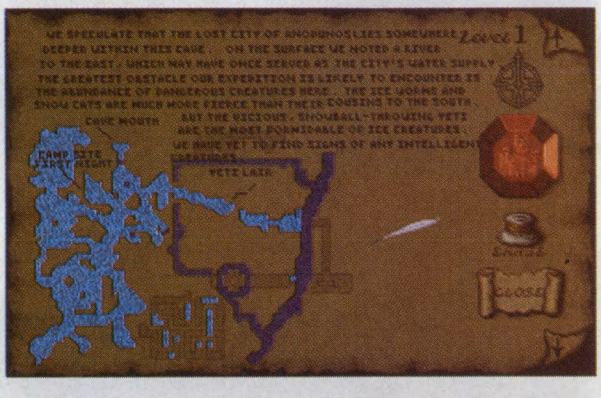
One of the most impressive features of **UW2** is necessitated by that simple premise—multidimensional automapping. Yep. Each level of each world appears on the automap as soon as explored. Different worlds can be displayed by clicking on the representative facet located on the pink jewel that decorates the automap.

Each world or dimension has an assigned facet on the jewel which lightens up when the world is entered. The light jewel facet corresponds to a bright facet on the minigem located on the island in level five of the castle. Travel between dimensions or planes is accomplished by entering the mini-gemstone through a bright facet.

Image grab

Another useful utility new in the Labyrinth is a screen grab routine that allow the player to capture any automap or action display to a GIF file. Very handy for reviewers and essential to those of us who hate to hand draw maps for ready reference.

Looking Glass Technologies and Origin have outdone the rest of the world with **Ultima Underworld 2: Labyrinth of Worlds**. They are to be congratulated and we are to be pitied - we are going to have to find a few months of playing time to explore all the goodies they have presented to us.❑



You play the instrument. (Use 0-9 to play, or
ESC to return to game)
You put the instrument away.
You see a hostile yeti.
You get no response.

are bounced back.
That face of the gem remains opaque, and you
are bounced back.
That face of the gem remains opaque, and you
are bounced back.

Eric the Unready

A knight at the opera

By Gregg Ellsworth

Designed by
Bob Bates

Produced by
Legend Entertainment

Systems
PC

Graphics
EGA, VGA and SVGA

Sound
IBM speaker, Adlib music card, Sound blaster, Roland's MT-32, LAPC-1, CM32-L, CM-64,

Supports
mouse

At the time of writing we are in the midst of another wave of new releases timed to get the maximum consumer response. Into this frenzied fray steps Eric, the would-be hero of Legend's latest brain teaser.

Eric the Unready is a text and graphics adventure that takes place in King Fudd's kingdom on the world of Torus. The player takes on the role of the tried, tested but still unproven young knight who somehow manages to botch every quest that he is given. Well, perhaps to say he actually failed is wrong, but every success is accomplished in a way that is misinterpreted by the press as something totally different, and is usually offset by a subsequent disaster.

The animated introduction shows Eric riding out to joust an evil knight in an apple orchard. The contest ends with his opponent unseated and then buried by an avalanche of fruit. In a celebration that evening the victorious Eric accidentally burns down Duke Theobald's feasting hall, which he had just liberated from the knight. The front page of the Torus Inquirer the next day runs a picture of the buried evil knight with the headline, 'Eric Duplicates Miracle of Loaves and Fishes', and the caption reads 'Thousands of pilgrims feast on fruit sent from heaven'. Page two has a story describing how the Duke's hall burned during a luncheon held for the retirement of the evil knight, who said, 'It was time for me to move on'.

Eric saves

The misreporting in the newspaper each day is just the tip of the humour iceberg in this game, which is filled with satire and populated by caricatures of television and media celebrities. Bob Bates, author of the game, spoofs everything from *Saturday Night Live* to *Star Trek* .

In one of my favorite parts of the story, Eric tries to enter a French castle to recover a quest item. The castle defenders assault him with taunts and jeers in a scene straight out of the cult movie *Monty Python and the Holy Grail*. Once Eric figures out how to get inside the castle, he must win the object by playing Wheel of Torture, a quiz show with questions about Torus in categories ranging from Geography to Favorite sayings of Bjorn the Berserker.

Unholy union

The story reads like a medieval soap opera. It has been prophesied that old King Fudd the Bewildered will die at the end of the week, that being Saturday. The heiress to the throne, Princess Lorealle, is kidnapped with the intent of marrying her off to a Beast while her stepsister Grezelda takes the throne and becomes a puppet queen under Fudd's 'grieving' widow. The shop steward of Knight's Local 704 is influenced by queen Morgana to assign Lorealle's rescue to the one knight who has no chance to succeed; Sir Eric the Unready.

Bud, the mighty couch-potato wizard, tells Eric that Lorealle is being held in the castle of a wicked witch and that getting past the guardians of the front gate requires finding five lost magic items. After Eric proves his worth by pulling Excalibabana from a stone, he embarks on a quest to recover the items and rescue Lorealle. If he succeeds he will receive half the kingdom and the princess' hand in marriage.

The game is can be played with a mouse or the keyboard, typing complete commands or constructing sentences from a menu of nouns and verbs. Those players already familiar with this interface asked for a quicker way to find the word they needed, and the programmers responded by putting the verbs that apply to the current situation at the top of the pick list. All the words can still be selected, but it is no longer necessary to scroll through several pages to reach the required one. This can make the puzzles easier to solve by allowing one to see what the useful actions are, but if this is too easy the menu feature may be turned off with a single keystroke or click of the mouse.

In the menu mode, the entire game may be played using only the mouse. In most modes, a small graphics window displays the current scene, and the player may examine or do the 'obvious thing' to any object he sees in the picture.

A compass rose may be used with the mouse for quick direction entry, and a panel of buttons allow all disk and mode features to be selected as well. There is a mouse emulator which allows use of the keyboard to point and click with ease. For the absolute in nostalgia, an all text mode can be called up which can make the game more challenging.

Some custom interfaces have been developed for this game to make certain segments more entertaining or easier to play. The Torus Inquirer is perused with a full-screen display and buttons to turn the pages. In the Wheel of Torture quiz show segment, questions are chosen from a 4 by 4 grid in a quite deliberate parody of *Jeopardy*.

One of the most humourous interfaces is used to navigate an Indian raft through the Swamp of Perdition, a *Star Trek* spoof. Buttons are used for Impulse, Stop, Port and Starboard, while status messages are displayed such as 'Injuns at 57%' or 'Wampum Factor 6.'

As Eric completes each quest, a full screen graphics 'Meanwhile...' sequence appears showing the wicked witch and company preparing for the wedding. While the mostly static graphics are artfully colored in VGA mode, some of the screens have animation. These leave one feeling that they would been better left out entirely, or at least improved. Yet another change in the interface involves dialogue with characters. In previous Legend games, there was the 'Ask — about ???' sentence. The game's writers put in responses to almost anything the player might ask. Most players probably missed a lot of this due to hastiness or lack of imagination, but now when Eric talks to another character the player is presented with a dialogue menu containing several choice questions that yield comical replies.

Legend's writers, in addition to the aforementioned parodies, are not afraid to lampoon other games. The Infocom classic **Zork**, the **Monkey Island** games, and the monarch of **Ultima**'s Britannia 'Lord Brutish' all get the treatment. Other satirical jabs are freely taken at familiar things like Howard Johnson, Baskin Robbins, and the 'Bud Lite' beer commercials.

All the fancy interfaces, funny dialogue, colorful graphics, digitized sound effects and continuous music score, wouldn't make this a worthwhile game if it lacked what I consider essential ingredient of adventure games: challenging puzzles. I was not disappointed. The teasers are challenging yet fair, while there are not too many situations which can't be rectified with the Undo feature.

In these days of dazzling animation the mostly static screens of **Eric the Unready** might be considered a problem by some. But for those seeking a good story with a lively wit, then '**Eric**' is the man.❑

Two's company

A new column by Brian Walker

Probably no area of gaming is as misunderstood as that of modem play. The jargon of initialization strings, packet switching, baud rates, all contribute to the modem mystique which many gamers find so alienating. And then there is the cost, possibly *the* most misunderstood area of all.

Welcome then, to Two's Company, a new column which, in addition to indulging in some myth debunking, which will offer advice on modem play, both head-to-head and multi player network games. We'll also be looking at forthcoming games that offer modem play as well as reviewing network games. As a reader service, there will be a regular directory of players looking for opponents. Just drop us a line stating the area in which you live, the games you are interested in playing, and your telephone number.

How much?

But let's kick off by looking at the cost of modem play, starting with the price of the modem itself. In keeping with its reputation as 'the only industry in which prices go down', the PC peripheral market has seen prices plummet to new depths, which is, of course, good news for the consumer - especially those looking for a modem. For the purposes of playing games, a Hayes compatible (which nearly all modems are) 2400bps modem will usually do the job. Prices for these start as low as $60.

The 9600 modems offer a significant advantage in speed, and because of the resulting reduction in telephone bills may even pay for themselves over time for not just for the reductio in download time, but also speeding up the completion of games. Three models of which I have experience and can recommend are the Computer Peripherals Viva 9642bps (external); the US Robotics Sportster; and the Zoom VFP which supports 14400bps as well as 9600bps. Each of these retails for around the $300 mark.

The cost of actually playing a game by modem varies according to the location of the participants. Modem calls are no different to ordinary telephone calls, so if local calls are free then playing a three hour game over the telephone is free also. Cost is always a relative thing, of course, but free is hard to beat. Those living in remote rural areas have it tougher as virtually all calls are long distance.

CompuServe

CompuServe offers an interesting option to those who wish to play long distance but find the cost prohibitive. Their modem lobby rates are only $6 an hour (at 2400 baud) no matter where the players are located. As CompuServe is an international service, this means that players from say, Germany and Japan, can arrange to meet in the lobby and play a game at this rate.

Effectively the lobby transforms the connection from full modem into null modem, as though the two machines were sitting next to one another. Full instructions for this mode of play are available for downloading on-line (GO MTMLOBBY or GO MTM GAMES). Most modem compatible games will work using this method, though **The Perfect General** will not, and **Global Conquest** will support only two (human) players rather than four.

CompuServe also run 'ladder' tourmanents on-line for various games. Players enter by giving their phone numbers which are then compiled into a text file which can be read on or off-line. They may then call opponents to arrange a match which may take place either though the lobby or direct. The winner posts the result. After two weeks a ratings ladder is posted by the tournament organiser. Following this, players may only challenge those above them on the ladder. Currently there are ladders for **The Perfect General**, **Command HQ**, **Global Conquest**, **Falcon 3.0**, and Go.

Which game?

Go is exceptionally popular on CompuServe, in addition to the ladder there is a directory of Go players looking for modem opponents. Novices and rated players should all be able to find a satisfactory opponent. The most popular program is **Nemesis 5.0** followed closely by **The Many Faces of Go**. There's also an extremely popular shareware game called **Telego** which can be downloaded.

Assuming that one is a newcomer to modem gaming, where is a good place to start? Obviously it's important to familiarise oneself with the solo version and decide whether or not it's to one's taste before making a choice. **Command HQ** is an excellent modem game, not least due to its real-time nature which ensures constant action. **The Perfect General** is one of the best modem games around providing some discretion is shown when selecting a scenario. My current favorites are: **A Simple Little War** (deceptive title) and **The Long and Winding Road**. Both offer all units available, constant decision making, and numerous options for both defender and attacker. And most importantly, they are relatively short. Players who are used to easy victories against the computer are in for big shock when they come up against *homo sapiens*.

Flight sim fans have a big choice from the strategic context of **Falcon 3.0** to the brisk dogfights of **Knights of the Sky** or **Aces of the Pacific**. And then there's

the GENie networked game **Air Warriors**, the solo version of which is reviewed this issue.

Of the more recent releases, I was a little disappointed with the modem play in QQP's **Conquered Kingdoms**. Mostly this has to do with the amount of 'down' time (the waiting time while the opponent plans his moves) Because of the exploratory nature of the game there's also long periods of no contact with the opponent. Simulateneous turns would have resolved this problem, though I have no idea how difficult this would have been to implement. The game is best suited to play by e-mail (take a turn, modem file to opponent who then loads it and takes their turn, and so on) and apparently an upgrade to supports this form of play is in the works.

For anyone who is intrigued by modem play but still somewhat baffled, please feel free to drop me a line and I'll do my best to resolve the problem. This column exists for the benefit of readers. Use it! And don't forget our opponents wanted column. Remember: two's company.

New! Sprint's PC Circuit

The Sprint Telephone Network have recently come up with a new service aimed specifically at modem users called PC Pursuit, which could offer vast reductions on phone bills. For just a $30 start-up fee and a fixed rate of $30 a month, Sprint offers 30 hours usage of their lines providing a modem is being used. Calls must be made off-peak (6pm-7am, and weekends). So how does this work? Simple, Sprint has local nodes in over 400 towns and cities. Once connected, a prompt will ask which number you wish to be connected to. Enter the dial number and the net will do the rest. The only potential drawback to this scheme, is that the areas to which calls are made are limited at present to 40 cities.
For information call: 800 736 1130.

Opponents Wanted

Miami, FL
Looking for opponents for **Falcon 3.0**, **Robosport**, **Command HQ**, **The Perfect General**, **Global Conquest**
Call Eric: 904 725 7640

Illinois
Looking for opponents for **Command HQ**, **Global Conquest**, and **TPG**
Call Joel: 708 782 6267

Boston MA
Looking for opponents for **The Perfect General**
Call Jason: 617 344 4254

Detroit MI
Looking for opponents for **Command HQ** and **The Perfect General**
Call Paul: 313 939 9740

New York, NY
Looking for opponents for **The Perfect General**
Call Marc: 718 465 3292

Everett, WA
Looking for opponents for **Command HQ**, **The Perfect General**, and **Battles of Destiny**
Call Leonard: 206-252 4838.

On the Boards

Maxis
510 254 3869 (CA)
Supports: 300-14400, 8N1
Contnets: updates, hints, saved cities and creatures for Sim City and Sim Life respectively. Shareware utilities and opponents wanted directory for Maxis games. Each game has its own forum.
New: demo of **Sim Life**

Microprose
410 785 1841 (MD)
Supports: 300-14400, 8N1
Contents: tech support, press releases.
New: demos for **World Circuit**, **Task Force: 1942**

Mindscape
310 320 5196 (CA)
Supports: 2400, 8N1
Contents: tech support, hints, patches.
New: scenarios of **Rules of Engagement**, **Breach 2**, opponents wanted directory for **Siege**

Sierra/Dynamix
209 683 4463 (CA)
Supports: 300 -14400
Contents: press releases, hints, patches, product ordering.
New: demo of **Kings Quest VII**, new plays for Dynamix **Front Page Sports Football**

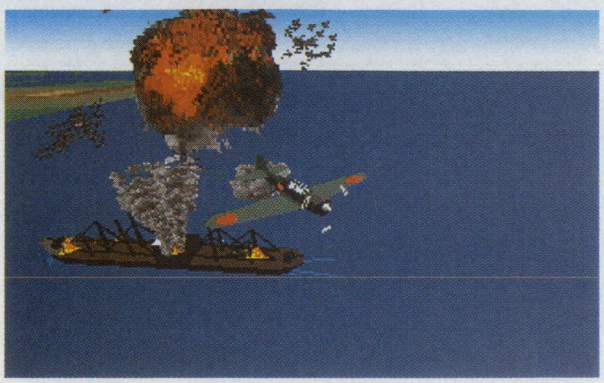
Virgin
714 562 5030 (CA)
Supports: 2400, 8N1
Contents: tech support, product ordering, hints.
New: demo of **KGB** and **Kyrandia**

New! F15 Strike Eagle 111

Supports: COM1 and COM2 only.
Baud rates: 2400, 9600, 19200, 38400.
Direct link without modem is also supported, using a null-modem serial cable.
There are three play modes to work with:
- Co-Operative mode, in which two players fly separate planes in an allied mission
- Head-to-Head mode, in which the two players fly planes against each other in a dogfight
- Front-Seat/Back-Seat Mode, where one player plays pilot and the other operates the gunnery (in charge of weapons but can also fly the plane from there) in a single, two-seater F-15E

It is recommended that the two computers playing with or against each other be as matched as possible in CPU speed; a 486/50 and a 386/16 are just not going to synchronize very well. In Co-Op (wingman) mode, a mission is generated with Primary and secondary targets, just like the single mission mode in solo play. In Front-Seat Back-Seat mode, the player gets a real feel for what it's like to do teamwork in a single plane (primary and secondary missions generated for this one as well; in Head-to-Head mode both players fly similar aircraft against each other (no mission is generated).

A chat mode is enabled during modem play, allowing the two players to send messages to each other, as with **Knights of the Sky**. Included are a series of canned messages (10) which can be sent with the press of a key at any time from either player: 'negative,' 'blind,' 'break left,' 'Break right,' 'chaff/flares,' 'tactical,' 'rejoin,' 'press,' 'engaging,' 'RTB' (return to base). Shift-M allows replay of last message if missed in the heat of battle. Once he gets his wires untangled, Commander Crunch will be reporting more fully on all this in our next issue.❑



Aces of the Pacific: brisk dogfights

The Sierra Network

Curtis Suddarth goes on-line with The Shadow of Yserbius

MAD
L6: Labyrinth I
You enter the Labyrinths of the Winds.
A network of tunnels seems to wind its
way past pits and lava.
Welcome to LABYRINTH ATTIC!
Refresh yourself in the fountains
nearby. But do not take long!
Bands of travelers rest here before
exploring the Wind Labyrinths.
VIEW OTHERS
PARTY
CLOSE

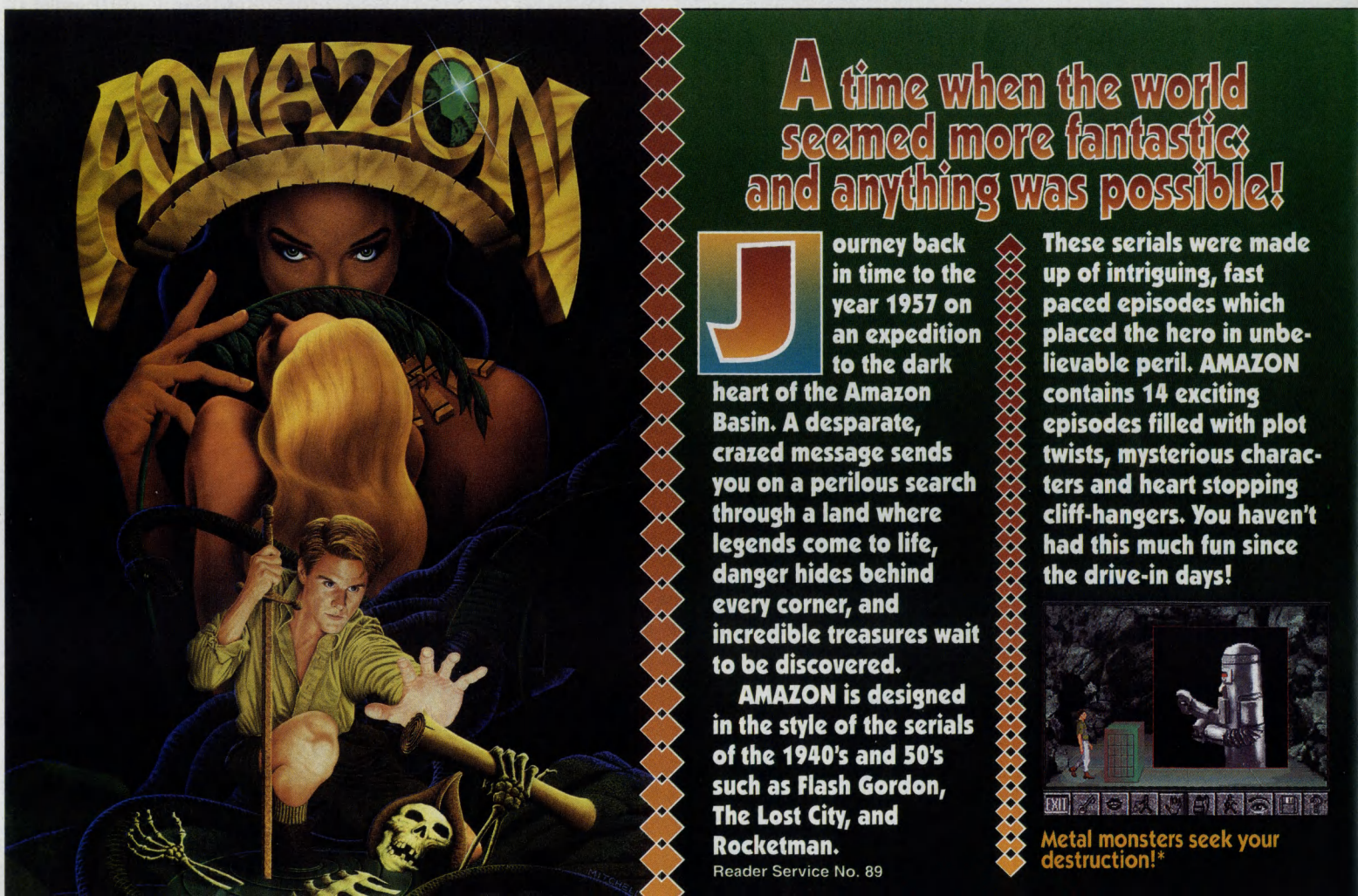
The Sierra Network (TSN) may just have the best on-line multiplayer fantasy game available. That may seem like a glib generalization, but **The Shadow of Yserbius** is enough to change any jaded gamer into a diehard fan. '**Yserbius**' is the latest addition to Sierra's fledgling but rapidly growing on-line service. Using Sierra's proprietary graphics-based communication software ImagiNation, players can access MedievaLand, or one of the other electronic lands using just a mouse click. The software also installs a directory for **Yserbius**, and has the documentation for the game already available. As with all Sierra products, installation is as simple as possible, with only a few questions to be answered.

A unique character is first created using TSN's on-line character generation system. Players who have tried an RPG before will be instantly at home with the system. Choices include the basic categories like mage, barbarian, knight, etc. All the guilds can learn spells, with some unique ones for each.

The choice of guild also affects what starting skills are available as well as points available for allocation in different areas. In addition, players decide what their on-line persona will look like using a portrait generator. Once a character is created, it's onward to fame and glory.

Undead

The game is dungeon based and set in a dormant volcano, reminding me of a cross between the **Bard's Tale** series and **Eye of the Beholder**. There is a myriad assortment of different quests to be accomplished, with a proportional increase in experience and treasure (hundreds of unique items) to the toughness of the quest.


AMAZON
A time when the world seemed more fantastic: and anything was possible!
Journey back in time to the year 1957 on an expedition to the dark heart of the Amazon Basin. A desparate, crazed message sends you on a perilous search through a land where legends come to life, danger hides behind every corner, and incredible treasures wait to be discovered.
AMAZON is designed in the style of the serials of the 1940's and 50's such as Flash Gordon, The Lost City, and Rocketman.
Reader Service No. 89
These serials were made up of intriguing, fast paced episodes which placed the hero in unbelievable peril. AMAZON contains 14 exciting episodes filled with plot twists, mysterious characters and heart stopping cliff-hangers. You haven't had this much fun since the drive-in days!
EXIT
Metal monsters seek your destruction!*

Players can venture into the hostile depths alone (*not* recommended), or form a party with up to three other players (just slightly better initial survival odds). One person is the party leader, and handles all movement while in the dungeons and decisions to engage or flee from combat.

Automapping handles the chore of knowing where a player has been. The game can be saved any time, and it is usually a good idea because death is often lurking around the corner. A quick note about dying Sierra style: dead isn't really dead, it's just getting a free trip outside. When characters die, they are resurrected at their guild hall if the party is unable to use one of several ways to restore life. or if the whole party dies.

Champion

Evidently some kind, benevolent group of strangers passing by decides to drag the carcasses of deceased parties along with them. The only drawback to dying and returning to a guild hall is having to retrace the steps to get back to a previous location. (If the game is quit in the dungeon after saving, a player can return to that location the next time they sign on.)

What sets this offering apart from the myriad other multiplayer fantasy games is the way players can interact with each other. Gone is typing commands to enter a chat mode. With **Yserbius**, players just start typing. A dialog box is automatically opened, and when the pithy remarks are finished, a press of the enter key sends it to the rest of the party, or to another adventurer in the dungeon at another location if a particular name is used.

Almost every battle I engaged in ended in death, however, I went up two levels in one battle alone. (A point of interest: I actually met up with a 45th level character. Such persons have a god-like stature in the on-line pecking order). After two hours, my first level mage was a very respectable seventh level, with a dwarf's ransom of loot to boot.

While the premise may not be all that original, and the graphics fair to good, **Yserbius** grabbed my attention in a way no other game has done for quite some time. The intuitive interface and effortless inter-player communications, all combine to form a champion among multiplayer fantasy games.❑

We're so sure you'll love our new multi-media adventure experience for your PC that we're willing to send you a FREE playable demo disk for just the $2 it takes to ship it to you! Call us now at 1-800-800-4880 to take advantage of this incredible offer.

ACCESS SOFTWARE INCORPORATED

ACCESS Software, Inc., 4910 West Amelia Earhart Drive
Salt Lake City, UT 84116 • (801)359-2900 • (800)800-4880

Battle for your life at the Bridge of Death!*

Pulse pounding excitement with full motion video sequences and synchronized speech.

They grow them big in these parts!*

Gasp in disbelief at the lost tribe of Amazon women!*

*Actual Amazon VGA screens.

The Hard Stuff

Curtis Suddarth samples the Multimedia Upgrade Kit from Creative Labs

Welcome to our new column which will not only be looking at new products, but will also address common problems that afflict both hardware and software. But let's kick off with something brand new.

Like many technophiles, I have been wanting to get on the CD-Rom bandwagon but the costs was too high, installation was a pain, and access speed was horribly slow. Until now .The package that changed my mind was Creative Labs Sound Blaster multimedia upgrade kit. Most of us are familiar with the Creative Labs moniker. They are the gang who brought us the Sound Blaster Audio Card. Just as the Sound Blaster changed my level of gaming enjoyment, so their multimedia upgrade kit promises to do the same.

Buzz

As the name states, this is a multimedia package. The catchy buzzword 'multimedia' here means a sound card, CD-Rom drive and accompanying Windows software. If the rest of the users system meets the necessary criteria (see above), installing this kit will make a system MPC compliant (another catchy buzzword from the Multimedia PC Marketing Council, Inc).

The complete kit contains a Sound Blaster Pro, manual, MIDI kit and cables, an internal (or available as external) Creative Labs CD-Rom drive (developed with Panasonic) with a speedy 390 ms access rate, a Master Disk with Microsoft Windows 3.1 and assorted sound-type goodies, a concise guide to Microsoft Windows, a Software Library CD-Rom with Authorware Star, MacroMind Action!, and Mathematica Tempra.

In addition, Microsoft Bookshelf, **Sherlock Holmes Consulting Detective**, Creative Sounds, and Microsoft Works for Windows CD-Roms are included. The hardware installation took about 15 minutes and proceeded very smoothly, possibly because the components that were designed to work together.

Off the rails

The CD-Rom installation guide consists of three pages, and contains everything that is needed. One note of warning: users who have an AT style case may need to contact their dealer for a set of drive mounting rails that are used for fitting the internal drive to the case. They are needed for installation, so have them ready beforehand. A free floppy disk drive power connector is the only other necessary item.

Two cables are then attached to the Sound Blaster Pro finishing the hardware setup. Finally, Microsoft Windows 3.1 and the Sound Blaster Pro drivers were installed to the hard drive. Windows is pre-configured and installs all the necessary drivers for the multimedia portion to function properly. Total elapsed installation time: forty minutes.

There are, however, a few minor things to consider before rushing out and burning a hole in one's credit card. The drive uses a proprietary interface. Now while this is no big deal as long as the Sound Blaster Pro is used, users wanting to change audio cards down the road may have a problem finding an interface card. (The SB Pro has the CD interface built in.)

The second point is the SB Pro only does eight bit sampling. If users are doing their own music and sampling, don't be fooled by the Sound Blaster Pro being a 16 bit card. The card does have a 20-voice, 4 operator OPL-3 FM synthesizer chip. Also, a set of speakers and a microphone would have been welcome additions.

Future proof

Having installed many other CD-Roms and sound cards, I expected a hassle getting everything running together. Instead, the hardware and software installed without a hitch. The manuals do an adequate job guiding the installation procedure, and Creative Labs offers good phone support. Even someone with zero mechanical skills should be able to successfully install the drive and sound card, plus the accompanying software.

If readers have been waiting for the right package to upgrade to multimedia, Creative Labs Multimedia Upgrade Kit may be it. Ease of installation, a quick CD-Rom Drive, the Sound Blaster Pro, together with the bundles software combine to make this one unbeatable package for the price. I would whole-heartedly recommend this combination for anyone interested in getting ready for the future of personal computing.❑

Made by
Creative Labs, Inc

Price
$450 $550 (discount)

WELCOME TO THE WORLD'S FIRST CYBERSPACE THEME PARK FOR ADULTS ONLY!

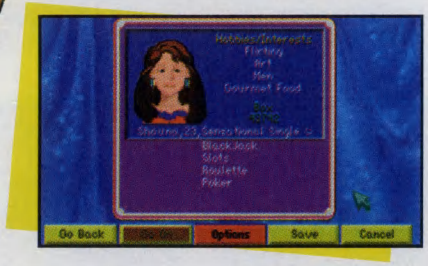
Your hosts, Passionate Patti and Leisure Suit Larry.

THE HOT NEW PLACE TO INTERFACE!

Your hosts, Leisure Suit Larry and Passionate Patti, are proud to announce the opening of the world's first totally adult, totally outrageous on-line experience. Now, for less than 60 cents* an hour, you can enjoy *LarryLand*, the newest addition to *The Sierra Network*®, the nation's fastest growing games-only, on-line service. **And it works with <u>your</u> PC and modem!**

GET READY FOR A NIGHT ON THE TOWN!

Start your visit to fabulous *LarryLand* by doing a little "character building." Design your own "on-line persona" from a selection of hundreds of heads and facial features, then select your evening attire from dozens of possible clothing combinations.



GET SET TO INTERFACE IN CYBERSPACE!

Once you have yourself together, dive face first into the lively land of Larry! Put together a quick list of your favorite games and pastimes, and you'll find yourself in a crowd of 100's of people just like you! It's instant partytime — nationwide!

GO CRAZY IN A NEW ON-LINE WORLD!

You can "check out" anyone on-line with just the click of a button, and talking to them is as easy as tappin' the keyboard. Talk freely with anyone and everyone - *LarryLand* is a friendly place where fun-loving people get together to get friendly. But friendly conversation is only one of the many pleasures in *LarryLand*.

GAMBLE THE NIGHT AWAY AT OUR CASINO!

Participate in a game of Poker, Blackjack or other gambling games with your new friends from all over town or across the U.S.A. Try your luck at the *LarryLand* slot machines, or play a little "truth or dare" in the *LarryLand* bar. You won't run out of things to say or do! It's lots more fun than television!

NEW

LARRYLAND ON THE SIERRA NETWORK!
TRY IT NOW • NO OBLIGATION
CALL 1(800) SIERRA-1 Offer #00238

*** Rate based on standard TSN membership with *LarryLand* access. You can access *The Sierra Network* toll-free in most of the continental United States! Must be 18 or older and own a PC and modem.**

Reader Service No. 85

Reaching for the Sky

Steven Wartofsky meets a virtual pilot

Designed by
CH Products

Systems
PC

Supports
CH Gamecard III, any game card with dual joystick output configurable through a single port

Now here's a real specialty item in the world of joysticks: an attempt to provide as solid and functional a representation of a real flight yoke as possible, within the constraints of the average gameplayer's budget. Just a couple of years ago, the Bruce Artwick Organization (makers of Microsoft's **Flight Simulator 4.0**) produced something a lot like this new gadget from CH Products. Only difference was, it cost a couple of thousand dollars.

Solid as a block

Virtual Pilot is no more expensive than the average advanced flight simulation controller. At the price, it probably offers more in the way of control realism per dollar than any other unit available. Unlike Thrustmaster's units (which are excellent, by the way), **Virtual Pilot** has the feel of rugged construction and long-term reliability that has been so characteristic of CH Products' whole line (my first **FlightStick** is still as good as the day it came out of the box, for instance).

The fire buttons alone are advertised as rated to ten million shots each. The rest of the controller is just as solid, and I suspect could probably be dropped from a second-story window onto concrete without suffering much more than cosmetic damage.

Aside from the sheer durability of the unit, the **Virtual Pilot** offers complete simulation of: yoke, separate aileron and elevator trim controls, and separate throttle control. All of the inputs are smooth and precise; the yoke has enough heft to feel quite realistic, and the throttle and trim controls have enough resistance to stay put where the player sets them,

LINKS 386 Pro

Rivaled only

This all new LINKS 386 Pro version of our award-winning LINKS golf game offers many dramatic improvements that make playing LINKS 386 Pro more enjoyable – and gives you exciting new golfing possibilities!

Super VGA Graphics and 386 Power!

The new *LINKS 386 Pro,* featuring Harbour Town Golf Links, is the first golf game specifically designed for the graphic capabilties and computing power of your personal 386/486 computer system. SUPER VGA 256-color graphics at 640x400 resolution display breathtaking views of LINKS Championship Courses. Your friends won't believe that your computer looks so good!

Texturing of fairways, rough, sand, and other surfaces adds an extra level of realism.

Male and female golfers.

You can use any of the 7 existing LINKS courses or upgrade your favorite course to the Super VGA version.

A lot of listening went into LINKS 386 Pro.

Many of the new features and improvements were added in response to direct requests from LINKS users like you! An exciting new feature is our Unique Computer Opponent. Play a round of golf and save your game. The new *LINKS 386 Pro* recorded every shot you made. Send your game off to your buddy and he can play against you right on the screen, shot for shot, as if you were right there next to him! We've also included pre-recorded games from worthy opponents, statistics, a variety of game play modes and much, much more.

Over 345 combinations of Viewing Windows.

With the new *LINKS 386 Pro* you're not stuck with just one standard viewing window. With a few clicks of your mouse you can split the screen giving you a real-time reverse view of your shot to the green or add a scaleable top-view that displays the flight of your ball. Scorecard, club distance chart, terrain profile and other panels give you the flexibility to display what you want to view while playing and you can change your viewing setup at anytime!

*Actual Links 386 Pro Super VGA Screens

ACCESS SOFTWARE INCORPORATED
4910 W. Amelia Earhart Dr.• SLC, UT 84116
(801)801-359-2900• FAX (801)596-9128

allowing for perfect simulation of detailed control.

Virtual Pilot supports any flight simulation software on the PC that provides for dual joystick input. No special configuration software or TSR needs to be loaded prior to use. Of course, those simulations more specifically tailored for this kind of control are most likely to prove effective and logical when used in conjunction with **Virtual Pilot**, but the unit will have relevance to the wide range of already existent flight-sim (and car driving sim) products.

Holding action

After all those positives, a few limitations should be mentioned. The most immediate and important one is the installation of the **Virtual Pilot** on a desk. Any desk of a thickness of no more than about an inch will do, but there are a number of desks with, say, rolled edges or thicker tops that may not work - be sure the place of purchase has a lenient return policy for this reason alone. Along with this, it should be made clear that the **Virtual Pilot** really needs to be screwed onto the edge of a desk (pressure only, no holes need be drilled); holding it or resting it on the thighs is really quite cumbersome.

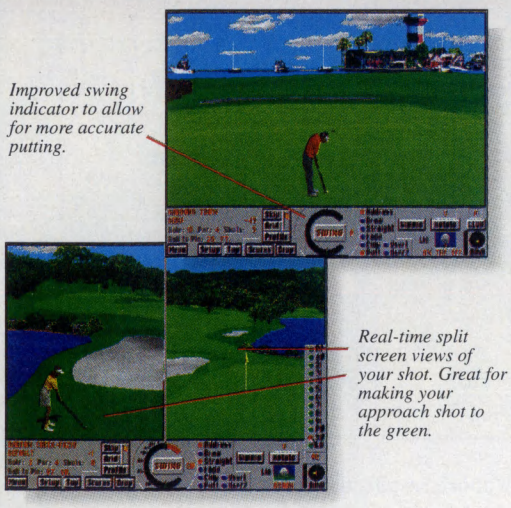
Once installed, the second potential failing of the unit becomes almost immediately apparent: where does the computer keyboard go? Be advised that once flying with **Virtual Pilot**, keyboard access is severely restricted, unless the player can somehow manage to hold the keyboard at lap level in front of and below the yoke. True flight simulation fans wanting to focus just on operation of a flight simulation without reference to the keyboard for input won't care about this, of course.

Serial killer

The **Virtual Pilot** connects to just one joystick port, but like the CH Flightstick needs to be able to use that port as if it were hooking up dual joysticks, each with separate signal inputs from the computer. The CH Gamecard III is really the perfect unit to accompany the **Virtual Pilot**, as it provides a jumper that enables precisely the kind of dual-output-through-one-serial-port format the yoke needs. Last comment is that, of course, the **Virtual Pilot** yoke is just not going to feel right for something like **F-15 Strike Eagle III**, even though the latter software provides a specific configuration option for this unit; jet fighters use sticks, not yokes, and ditto World War I planes.

Virtual Pilot is best used with the likes of **Flight Simulator 4.0** or **Flight Assignment: Air Transport Pilot** (or alternately, with any driving or racing sim). It would be wonderful if CH Products had some Thrustmaster-like units in the works, which have the same quality and ease of configuration characteristic of the company's entire line of products. This may, in fact, be in the offing not too far down the line.❑

by the game itself.


Improved swing indicator to allow for more accurate putting.
Real-time split screen views of your shot. Great for making your approach shot to the green.

The Experience Continues...

The challenge doesn't end with Harbour Town. You can play each of the original LINKS Championship Courses (sold separately) with *LINKS 386 Pro*. Seven internationally-acclaimed golf courses on your desktop! Torrey Pines, Firestone South Course, Bay Hill Club, Pinehurst #2, Troon North, Dorado Beach, and Barton Creek with additional courses being released as fast as they are completed.

If you're a LINKS owner, you can purchase *LINKS 386 Pro* at a special introductory price. Call us today for more information.

1-800-800-4880

Call toll-free, 24-hours a day, Mon-Sat in the U.S. and Canada or visit your local software dealer.

NEW!

New Features for Links 386 Pro!

•Seven different viewing windows, with over 345 different combinations. Improved club selection feature. • Wide, panoramic views giving you a better feel for the course. • Statistics recorded for each player, game and course, with optional print out. • A "Saved Shot" feature. • Scaleable "Top View". •"Profile View" which shows changes in elevation between the ball and the pin. • All new sounds! Supports SoundBlaster, SoundBlaster Pro, Adlib and other compatible sound cards & RealSound. • Improved swing indicator for more realistic putting. • Male or female golfers, with 10 different shirt colors to choose from. • Spectacular texturing of fairways, rough, sand, water not offered in other golf games.

What Reviewers Are Saying about LINKS 386 Pro:

Strategy Plus:

"...with LINKS 386 Pro, *Access* has not so much pushed back the 'envelope' as redefined the term 'simulation.' Right from the opening screen it's clear that something special is happening here."

"...represents a new generation of computer game. Just play it and love it."

PC Entertainment:

"...for sheer, unadulterated realism, no golf simulation equals the performance of LINKS 386 Pro."

"...if you're serious about golf simulations, treat yourself to LINKS 386 Pro. And if you don't own a 386 to run it on, youi've finally got a real good reason to lay out the money for an upgrade."

Computer Gaming World:

"...if you have a fast 386 or 486, think of LINKS 386 Pro as a Ferrari or a Corvette."

"...the ground texturing is dramatically realistic."

Reader Service No 89

The Sports Locker

San Francisco Wins Super Bowl: Joseph McCullough reports how it happened

With computer software becoming more and more complex, it is always fun to see how good it is at predicting the future. Given sufficient data and a superior statistical model, much can be forecasted these days. But how accurate can entertainment software be? This question hinges on the gaming engine at the core of the software. If it is superior, predictions should be fairly accurate because reliable statistics are easy to come by these days.

To try to predict the outcome of the 1993 Super Bowl I used the 1991 version of Micro Sports' **Pro League Football** and statistics downloaded from ***USA Today's Sportscenter*** bulletin board service. **Pro League Football** has been praised by myself and others as a top-notch statistics-based football simulation, and the stats from *Sportscenter* are tailored specifically to this game. Moreover, they are updated weekly by the staff at Micro Sports, so anyone who accesses the service is guaranteed current stats.

I downloaded the stats from week 14 of the 16 week NFL season, and used them to play out the remainder of the games on the 1992 schedule - including wild card games, division play-offs, league championships and the Super Bowl. The updated version of **Pro League Football** made this task relatively simple. It has an auto-schedule mode whereby a player can input a week's schedule and have the computer quickly and automatically play out the games. When creating the schedule, the player can opt for statistical reports to be printed at the end of each game which show everything from the quarterback's efficiency to the teams' drive summary.

Games simulated using **Pro League Football** are sensitive to the date on which they are played, so I made sure to schedule the match-ups on the correct days. Once I had played out the remained of the regular season, I followed the NFL's selection rules to identify play-off and wild-card teams. The following charts summarize the standings after the 14th week of play, and the play-off picture after the regular season:

NFL Standings 12/19/92

AFC EAST

	W	L	T
Buffalo	10	4	0
Miami	9	5	0
Indianapolis	7	7	0
NY Jets	4	10	0
New England	2	12	0

AFC CENTRAL

	W	L	T
Pittsburgh	10	4	0
Houston	8	6	0
Cleveland	7	7	0
Cincinnati	4	10	0
Seattle	2	12	0

AFC WEST

	W	L	T
Kansas City	9	5	0
San Diego	9	5	0
Denver	7	7	0
LA Raiders	6	8	0

NFC EAST

	W	L	T
Dallas	11	3	0
Washington	9	5	0
Philadelphia	9	5	0
NY Giants	5	9	0
Phoenix	4	10	0

NFC CENTRAL

	W	L	T
Minnesota	9	5	0
Green Bay	8	6	0
Chicago	5	9	0
Tampa	4	10	0
Detroit	4	10	0

NFC WEST

	W	L	T
San Francisco	12	2	0
New Orleans	11	3	0
Atlanta	6	8	0
LA Rams	5	9	0

NFL Standings 12/28/92

AFC EAST

	W	L	T
Buffalo*	12	4	0
Miami#	11	5	0
Indianapolis#	8	8	0
NY Jets	4	12	0
New England	3	13	0

AFC CENTRAL

	W	L	T
Pittsburgh*	11	5	0
Houston	8	8	0
Cleveland	8	8	0
Cincinnati	4	12	0
Seattle	3	13	0

AFC WEST

	W	L	T
Kansas City*	11	5	0
San Diego#	11	5	0
Denver	7	9	0
LA Raiders	7	9	0

NFC EAST

	W	L	T
Philadelphia*	11	5	0
Dallas#	11	5	0
Washington	9	7	0
NY Giants	5	11	0
Phoenix	5	11	0

NFC CENTRAL

	W	L	T
Minnesota*	10	6	0
Green Bay#	10	6	0
Chicago	7	9	0
Tampa	5	11	0
Detroit	4	12	0

NFC WEST

	W	L	T
San Francisco*	14	2	0
New Orleans#	12	4	0
Atlanta	7	9	0
LA Rams	6	10	0

*Division Champion
Wildcard Berth

With the above results, the play-off schedule and results were as follows:

AFC Wildcard Games
NFC Wildcard Games

Indianapolis at Kansas City — Colts win 24-10
Green Bay at Minnesota — Vikings win 24-21
Miami at San Diego — Dolphins win 27-21
Dallas at New Orleans — Cowboys win 28-7

"...no other game, no matter how graphically advanced, captures the true essence of role-playing like this one."
(Computer Game Review, Oct. 1992)

"...a remarkably rich playground for modem-owning role-players."
(Computer Gaming World, Aug. 1992)

Do you own a modem?

Then play out your favorite role-playing fantasies in the finest multiplayer interactive fiction game ever

Legends of Future Past™

©NICOLE LEE '92

Every day, the intrepid, the romantic, the imaginative and the adventurous meet as player characters in the Shattered Realms, a virtual fantasy world created from shared imagination on the Digital Dreams Network.

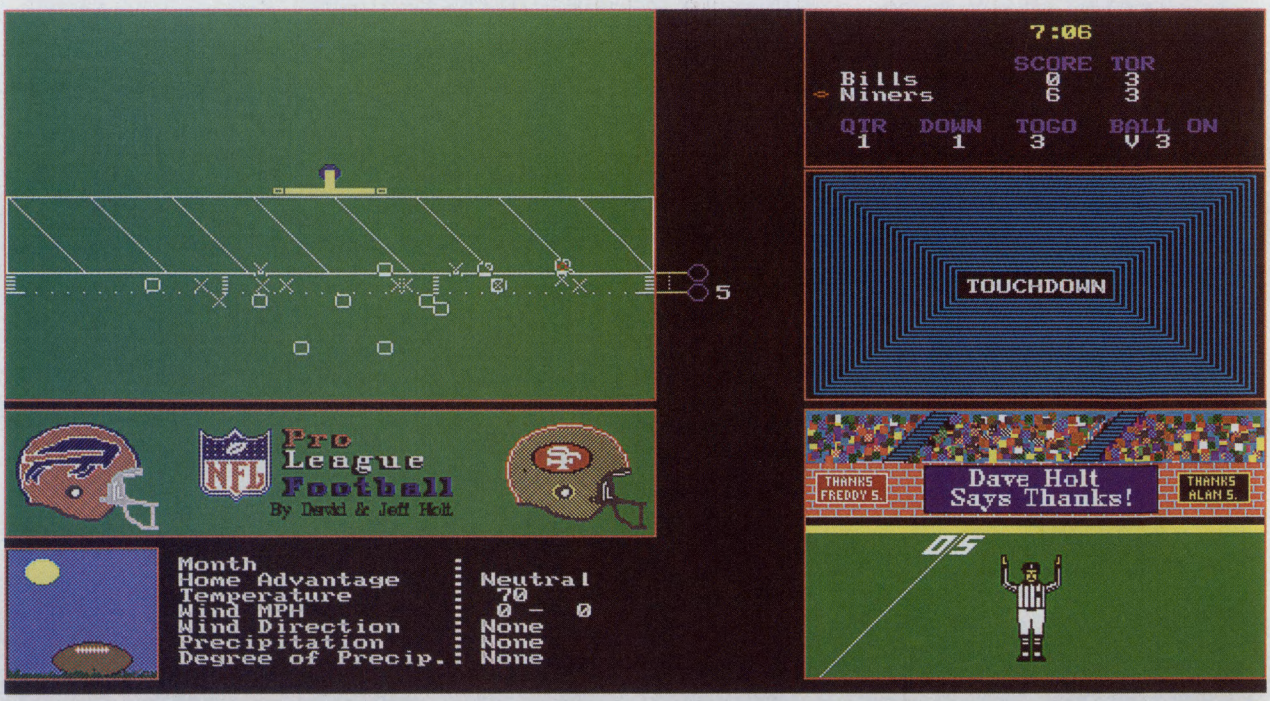
Explore the dark reaches beneath the Teeth of Shartan or enjoy a casual stroll with friends through the enchanted Grymwood Forest. Become a champion of justice, or a force for darkness. Delve into political intrigue or play the lone wolf on a personal quest. Play adventures and make friends with people calling from across the country. Skilled authors create special quests nightly that allow your character to become part of an ongoing plot within a never ending tale.

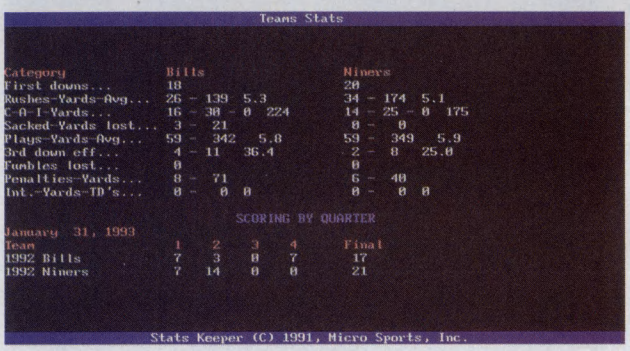
Call 800-825-8852 to sign-up
(1200/2400 bps, 8N1, full duplex)

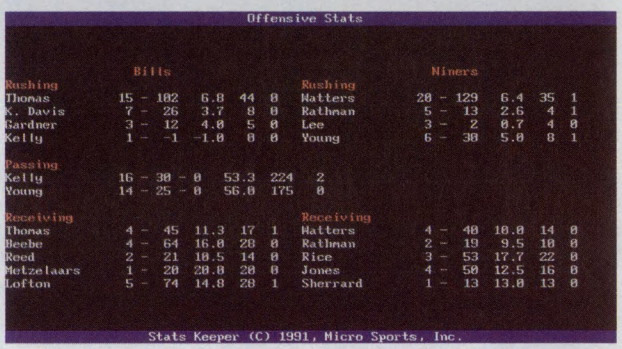
or 800-274-2814 or 508-842-2814 for more information (voice)

$6.00 hr all day everyday
Visa • MasterCard • American Express • Discover
Reader Service No. 28

Legends of Future Past™ is available only on the Digital Dreams Network™, a service of Inner Circle Technologies, Inc. All computer types okay—no special software required. Other features include forums with thousands of files and featuring discussions on a wide range of topics from science fiction to PC computing. Other entertainment products, teleconferencing, and nationwide matchmaking available.




Teams Stats
Category Bills Niners
First downs... 18 20
Rushes-Yards-Avg... 26 - 139 5.3 34 - 174 5.1
C-A-I-Yards... 16 - 30 - 0 224 14 - 25 - 0 175
Sacked-Yards lost... 3 - 21 0 - 0
Plays-Yards-Avg... 59 - 342 5.8 59 - 349 5.9
3rd down eff... 4 - 11 36.4 2 - 8 25.0
Fumbles lost... 0 0
Penalties-Yards... 8 - 71 6 - 40
Int.-Yards-TD's... 0 - 0 0 0 - 0 0
SCORING BY QUARTER
January 31, 1993
Team 1 2 3 4 Final
1992 Bills 7 3 0 7 17
1992 Niners 7 14 0 0 21
Stats Keeper (C) 1991, Micro Sports, Inc.


Offensive Stats
Bills
Rushing
Thomas 15 - 102 6.8 44 0
K. Davis 7 - 26 3.7 8 0
Gardner 3 - 12 4.0 5 0
Kelly 1 - -1 -1.0 0 0
Passing
Kelly 16 - 30 - 0 53.3 224 2
Young 14 - 25 - 0 56.0 175 0
Receiving
Thomas 4 - 45 11.3 17 1
Beebe 4 - 64 16.0 28 0
Reed 2 - 21 10.5 14 0
Metzelaars 1 - 28 28.0 28 0
Lofton 5 - 74 14.8 28 1
Niners
Rushing
Watters 20 - 129 6.4 35 1
Rathman 5 - 13 2.6 4 1
Lee 3 - 2 0.7 4 0
Young 6 - 30 5.0 8 1
Receiving
Watters 4 - 40 10.0 14 0
Rathman 2 - 19 9.5 10 0
Rice 3 - 53 17.7 22 0
Jones 4 - 50 12.5 16 0
Sherrard 1 - 13 13.0 13 0
Stats Keeper (C) 1991, Micro Sports, Inc.

AFC Division Play-offs
NFC Division Play-offs

Indianapolis at Buffalo — Bills win 22-20
Minnesota at Philadelphia — Vikings win 34-21
Miami at Pittsburgh — Dolphins win 31-10
Dallas at San Francisco — 49ers win 24-17

AFC Championship
NFC Championship

Miami at Buffalo — Bills win 21-13
Minnesota at San Francisco — 49ers win 49-7

The stage was now set for a battle between AFC champion Buffalo against NFC champion San Francisco. The game was played under sunny skies in the Rose Bowl at Pasadena, California. After shaking off game-day jitters, the 49ers drew first blood when QB Steve Young scrambled 5 yards for the game's first touchdown. Then, with seconds remaining in the first quarter, Buffalo QB Jim Kelly hit James Lofton for a spectacular 28-yard touchdown. The score remained 7-7 at the end of one.

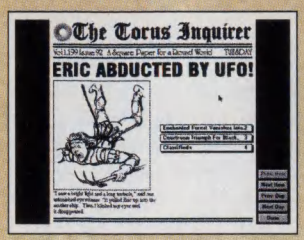
On their first possession of the second quarter, Young engineered a 12-play, 78-yard drive capped off by a 1-yard TD plunge by Watters. The Niners scored again to make the score 21-7 with 6:30 to play in the half. The Bills, however, rallied for a last-second field goal to end the half with the score 21-10.

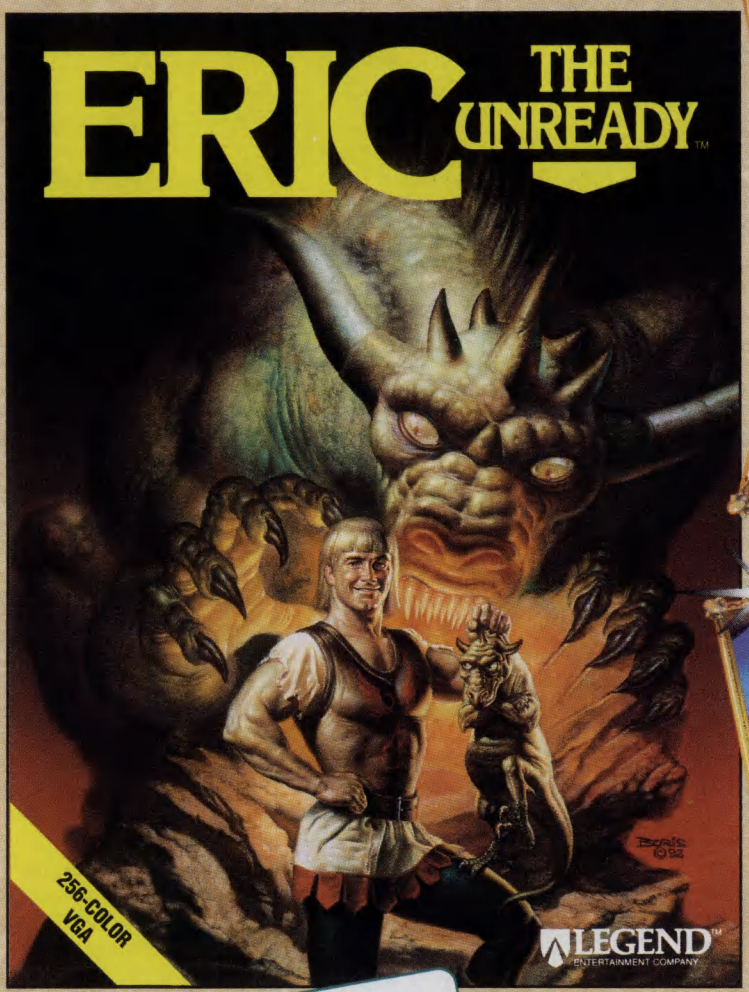
The third quarter was a defensive struggle, with three long drives stuffed at the end by tenacious defense. In the fourth, the Bills' defense held San Francisco scoreless, but their offense couldn't get the job done. They came closer on a 98-yard TD drive highlighted by a 44-yard run by Thurman Thomas, but couldn't score again. The 49ers held on to win 21-17.

Neither team had a turnover, and each of the teams' star running backs had over 100 yards. Young was 14-25 for 175 yards and no TDs, while Kelly was 16-30 for 224 yards and 2 TDs. Both teams were fairly close on total offense as well. The Bills racked up 342 yards on 59 plays for a 5.8 yard-per-play average. The Niners drove 349 yards on 59 plays, averaging 5.9 yards per play.

As is evident by the detail reported above, **Pro League Football** does a remarkable job of stats tracking. The addition of week-by-week stats from the *Sportscenter* service make the game even more relevant and fun to play. By the time this article is published, the Super Bowl will be history. Only time will tell if the computer's prediction is on the money.❑

"Catch a dragon? No sweat!"





Here's what the experts are saying about *Eric the Unready.*

"A comedy adventure full of whimsy and wonder"
—Computer Gaming World

"Eric is flat-out funny. There's comedy for everyone and a good quest to boot."
—Computer Game Review

"A wonderfully hilarious adventure"
—Game Bytes Magazine

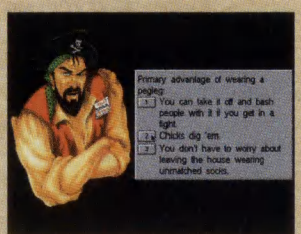
Eric the Unready established his reputation by impaling his instructor during jousting class. Then, when Princess Lorealle the Worthy is kidnapped, Eric begins a madcap quest through this hilarious fantasy world packed with dragons and dwarves, wizards, unicorns, and the most fearsome beasts of all, the dreaded Attack Turtles.

Every player will find at least one favorite movie, TV show or adventure game that has been struck by Bob Bates' pen! From the award-winning author of *TIMEQUEST.*

"I laughed till my pants fell down!"
Larry Laffner

"More fun than a barrel of monkeys!"
Guywood Threepbrush

- **Breathtaking fantasy art!**
- **256-color VGA**
- **Awesome sound track**
- **New menu-driven system for conversing with characters**
- **Intriguing mix of interfaces creates a constantly changing graphical scene**


Primary advantage of wearing a pegleg:
1. You can take it off and bash people with it if you get in a fight.
2. Chicks dig 'em.
3. You don't have to worry about leaving the house wearing unmatched socks.

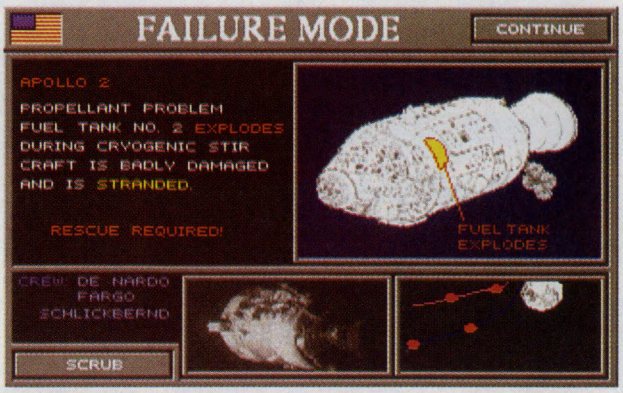
LEGEND™
ENTERTAINMENT COMPANY

14200 Park Meadow Drive
Chantilly, VA 22021

Distributed by Accolade, Inc.
To order, visit your local retailer or call 1-800-245-7744
© 1993 Legend Entertainment Company.
ERIC THE UNREADY is a trademark of Legend Entertainment Company.
ALL RIGHTS RESERVED. **Actual VGA graphics shown.**
Reader Service No. 110

Company Report 1992

Brian Walker marks the cards



'Buzz Aldrin': one to watch for '93

Access

Links 386 Pro was an astounding success for the company but their adventure games, such as **Amazon**, continued to draw a mixed reaction. Perhaps this is because they are aimed at a more general market rather than hardcore adventurers.

Best in '92: ***Links 386 Pro***
Big in '93: ***Links*** *on CD ROM*

Activision

A company that seems to be in a state of perennial recovery after the crash of '90, continued its haphazard traversal of the software jungle. **Leather Goddesses of Phobos II** was their major release of 1992, much to the horror of Infocommies everywhere.

Best in '92: ***The Lost Treasure of Infocom***
Big in '93: ***Return to Zork***

Accolade

Being constantly in the news is usually considered desirable, but unfortunately for Accolade it was for all the wrong reasons. The law suit with Sega put a cloud over their future, but at the time of writing they are ahead on points with the appeals court upholding their right to produce games for Genesis without getting the nod from Sega. **Star Control II** showed them doing what they do best.

Best in '92: ***Star Control II***
Big in '93: Attorney fees

Dynamix

Aces Over the Pacific gathered speed eventually while in **Front Page Sports Football** they produced the best gridiron game to date. From **Willy Beamish** to **A-10 Tank Killer**, Dynamix is a company that seem incapable of producing a bad game.

Best in '92: ***Front Page Sports Football***
Big in '93: ***Betrayal at Krondor***

Electronic Arts

After a mere spattering of releases in '92, EA's commitment to the PC market must be called into question, despite the substantial acquisition of Origin Systems. **The Lost File of Sherlock Holmes** was their best release, while **PGA Tour Golf for Windows** and **Earl Weaver II** both failed to live up to expectations. Poor product support is another constant complaint from consumers.

Best in '92: ***The Lost Files of Sherlock Holmes***
Big in '93: 3DO

Impressions

Arriving in the US late in the year, most of this (formerly) European based company's games had already been seen in Europe. The real test will come now as they design their products specifically with the world's most demanding market in mind.

Best in '92: ***Air Bucks*** *(with 1.1 upgrade)*
Big in '93: ***The Blue and the Grey***

Interplay

'The home of the Sequel' certainly lived up to its name in '92, resulting in a sense of *deja vu* as too many games contained the suffix 'II' and even 'V'. Significantly, their best game was a complete original. Looking ahead, the company's continuing exploration of CD ROM augurs well for the future.

Best in '92: ***Star Trek: 25th Anniversary***
Big in '93: ***Buzz Aldrin's Race into Space*** *(II, III, V)*

Interstel

R.I.P.

Konami

One of the more curious customers to strut their stuff, a result perhaps, of their name being synonymous with the cartridge market combined with the fact that they produce nothing in-house. Both these factors presents them with an identity crisis; consumers never know what to expect from a Konami game. They finished the year strongly, however, with two (typically) wildly varying products doing well: **Air Warriors** (from GENie and **Utopia** (from Gremlin, UK).

Best in '92: ***Gremlins***
Big in '93: ***Champions***

Lucasarts

Having survived a mass exodus of talent, Lucasarts still managed to turn out a top notch adventure game in **Indiana Jones: The Fate of Atlantis**. Their promised excursions into CD ROM failed to happen; the excellent CD ROM remake of **Loom** being completed by The Software Toolworks.

Best in '92: ***Indiana Jones: The Fate of Atlantis***
Big in '93: ***X Wing***

Maxis

This most idiosyncratic of software houses surely tested the patience of their most ardent admirers with the laborious **Sim Ant**. The more interesting **A-Train** suffered as a result of poor promotion (ie they didn't advertise with us).

Best in '92: ***A-Train***
Big in '93: ***Sim Farm***

Microprose

A strange sort of year for the Big M who for once lacked a 'killer' game. **F15 Strike Eagle III** released in December should provide a corrective while **Task Force: 1942** looks like a very solid offering. Much of their year was overshadowed (at least for consumers) by the **Darklands** fiasco - a situation, at the time of writing, that their QA department is struggling manfully to correct. Next year their expanded UK division should add considerably to the product roster starting with the Napoleonic **Fields of Destiny**. The acquisition of Paragon has failed to produce any pearls thus far but it's early days, and even as I write **Challenge of the Five Realms** (reviewed this issue) looks likely to rectify that.

Best in '92: ***Task Force: 1942***
Big in '93: Sid Meier's Civil War game

Mindcraft

A year that begun dismally with the problem-ridden **The Magic Candle II**, ended splendidly with **Siege** and **Star Legions** both doing the business.

Best in '92: ***Siege***
Big in '93: ***Ambuscade***

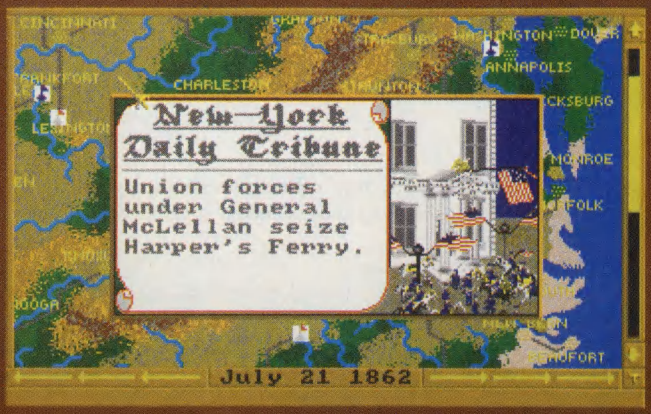
New World

No sooner was **Clouds of Xeen** released than allegations of a double sized box filled with a half sized game started hitting the rounds. A pity, as the year had started so promisingly with the excellent **Planet's Edge**.

Best in '92: ***Planet's Edge***
Big in '93: ***Empire De Luxe***

Origin

If any company has lost ground to make up in '93 then it must be Origin. Late releases and the debacle involving **Ultima VII** had



THE ROAD FROM SUMTER TO APPOMATTOX ™

Available only from

ADANAC COMMAND SYSTEMS corp

102-1345 West 4th Ave
Vancouver, B.C. Canada
V6H 3Y8
phone 1-604-739-1162

June 25, 1861... "The First Shots of the Civil War have been fired... Fort Sumter has fallen. Volunteers on both sides rush to their colors. Accross the Union the cry mounts... On To Richmond!"

The Road From Sumter To Appomattox covers the entire Civil War from the opening guns of Bull Run to the final surrender. All the military and economic

$54.95! US
Canadian orders $59.95! Can
add $5.00 S&H in North America
$8.00 S&H overseas

available for:

IBM color VGA/MCGA, hard drive, mouse and 286 or better.

1 meg required

Amiga

cheque or money order.

Mastercard orders accepted.

Features :

- Human or computer opponents.
- Over 100 individually named and rated generals.
- Control the promotions and dismissals of those generals.
- Continuous-play, daily pulses, send orders whenever you like.
- Different unit types combine to form divisions and corps.
- Full control over the national production system.
- A detailed supply system using railroads, wagons and ships.
- Naval system includes ocean and river going vessels.
- Economic system includes foreign trade and blockade runners.
- Beautiful 256 color VGA map that stretches from New Orleans to Philadelphia, from Kansas city to Bermuda.
- Digitised period graphics and VGA artwork combine to provide the player with informative displays throughout the game
- Fully integrated tactical combat system emphasizing command control and quick resolution of even the largest battles.
- Scenario editor allows players to construct their own battles or play those already included.

Reader Service No. 83

consumers frothing at the mouth. Let's hope the forthcoming **Strike Commander** is not demanding in terms of customer support, or if it is, it will receive it.

Best in '92: ***Ultima Underworld***
Big in '93: ***Privateer***

QQP

Another great year for the company that puts gameplay first. Now, about that artwork...

Best in '92: ***Conquered Kingdoms***
Big in '93: ***The Perfect General II***

Sierra On-Line

Diversification was the game of the year at Sierra as they attempted to make inroads into the educational market while at the same time making a brave move into on-line gaming with TSN. All of which meant leaving their core market in adventure limbo, though their on-line game, **Yberias**, offered tremendous compensation.

Best in '92: ***Laura Bow II: The Dagger of Amon Ra***
Big in '93: CD ROM only games

SSI

It says something that this company's best release was an outside development - **The Summoning** from Event Horizon. Gary Grigby's wargames, while a stupendous achievement, look increasingly dated in the light of developments elsewhere. Similarly, the **AD&D** Gold Box series is past its sell-by date and badly in need of a shot in the arm.

Best in '92: ***The Summoning***
Big in '93: ***Dark Sun***

Spectrum Holobyte

A quiet year for SH after the adrenalin rush that was **Falcon 3.0**. **Crisis in the Kremlin** and **Tetris for Windows** somehow didn't have quite the same appeal. Nor, of course, were they meant to.

Best in '92: 3.1 version of ***Falcon 3.0***
Big in '93: ***Star Trek: The Next Generation***

Three Sixty Pacific

A great year mainly thanks to their outstanding **V For Victory** series. **Harpoon**, which must be one of the best supported products on the market, also took on new life with the recent upgrade. On the flip side of the coin, **Theatre of War** showed the value of clearly targeting the market. Or not.

Best in '92: ***V for Victory: Velikiye Luki***
Big in '93: ***Battlecruiser 3000 AD***

Virgin Games

The signing of Westwood Associates represented a major coup for the company who produced a batch of consistently interesting titles. The **Dune** games, the splendid conversions of traditional games such as **Monopoly** and **Scrabble**, and the extraordinary **Shuttle** simulation, all added up to a fine portfolio.

Best in '92: ***Dune II***
Big in '93: ***Lands of Lore***

Names to watch in '93

Nova Logic

Few companies have an immediate number one best seller when they start out, but this is exactly what happened to this erstwhile developer with the sensational **Comanche: Maximum Overkill**. The mission disks will see this game expanded even further while **Armored Fist** sees them doing for tanks what they did for choppers. With the technology now in place, this company looks set for as far as one can predict in this business (estimated to be about six months). Nova Logic, like QQP, are showing that given the right product (and capital), there is still room for the little guys to make their mark in this business.

New! - Tsunami Media

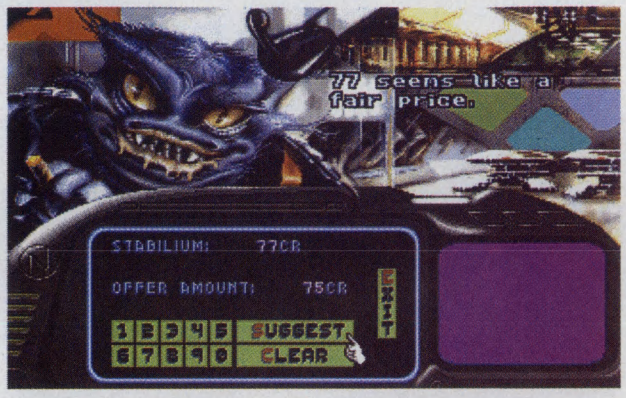
Primarily composed of ex Sierra and (to a lesser degree) Lucasarts employees, this company should start off with an immediate hit when **Ringworld**, based on the Larry Niven novel, is released. Watch out also for Jim ('**Police Quest**') Wallis' new series, **Blue Force**. The first story, called **The Next of Kin**, will feature extensive character digitization. **Protostar: War on the Frontier** is an action/adventure in the set in the non-sexist regions of space (ie there is a choice of male or female character). Finally there's **Wacky Funsters**, described as an 'outrageous no-holds barred parody of computer gamers. Why, that's us! The very nerve.

New! - White Web

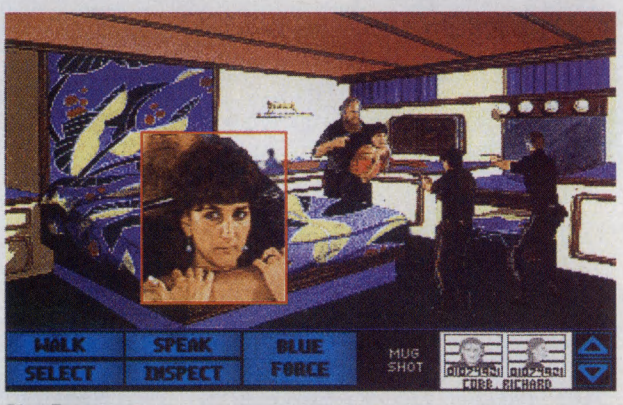
If you're going to do it, don't do it by halves. This could well be the motto at White Web HQ. Here is a company that plans to release not one, not two, but eight new games. The first release will be their flight sim, **Sierra Hotel** which is scheduled for Christmas '93. Here are some more titles currently in development to whet the appetite:

- **Rolling Thunder** - Vietnam war flight sim
- **Alliance** - Modern flight sim
- **Alpha Strike** - Space combat sim
- **Deep Six** - Modern submarine sim
- **Operation Phoenix** - Space strategy game
- **World in Flames** - Conversion of the ADG WWII boardgame
- **Defenders of the Stone** - FRPG

And on CD ROM!!!



Tsunami's Media: Protostar



Blue Force

Ringworld

The new face of horror.

Plunge into a chilling maze of terror where vampires, werewolves and zombies prowl the dead of night. Confront Kairn, whose lethal powers flow from the blood of his murdered family. Will you emerge as the final victor? Or become his final victim? Your fate will be sealed within the Veil of Darkness.

- Unravel terrifying riddles. Fulfill bone-chilling quests. Clash in a deadly face-off with the vampire Kairn.
- Live the horror with heart-stopping graphics and animation, stunning cinematic sequences, haunting music, and blood-curdling sound effects.
- Fight for your life in one of three combat levels. Use the right weapon to destroy each ghoul, werewolf, and zombie. Or die.
- Meet a host of spectral characters whose dark secrets reveal more of the mystery.
- Sink deep into this gothic nightmare with state-of-the-art game play. Immerse yourself with the easy-to-use Real Time Visual point-and-click interface.
- Record every step you take with line-of-sight auto-mapping and print-out feature.

For more information, call SSI at 408/737-6800.

Veil of Darkness™

IBM 256-color VGA

©1992 Strategic Simulations, Inc. All rights reserved.

COMMANDER CRUNCH REPORTS FROM THE HANGAR

Poetry in motion: Crunch waxes lyrical

In my last column there was all sorts of chatter about mission disks. There'll be a little more of that now and a few more words about Voice Commander.

But first, a little more commentary on **Falcon 3.0/Operation: Fighting Tiger** which continues to be the best thing out there by way of flight simulation. This coming from having played through **Comanche: Maximum Overkill** and **F-15 Strike Eagle III**, both bound to have been the big hits of winter 1992. But for the long haul, give me Spec Holo's simulation any day. It has an incredible tactical wargame system built right in; an incredible mission designer built right in (who else provides that incredible zoom map? **F-15SE3**'s RBM radar is a bit like, by the way); a great training program; a spectacular manual (especially with the release of **Operation: Fighting Tiger**); incredibly fast and fluid graphics; wonderfully responsive control. In other words, it covers all the bases well. Some sims cover specific areas better, but none so far integrates so many different angles at such a high level of detail at the same time.

This is a design that literally works like three different simulations hooked together, and that's just the start. I'm not letting go of the Electronic Battlefield quite yet (Microprose have given Spectrum Holobyte a wake-up call on this one, though; the modem routines in **F-15 Strike Eagle III** as well as its combination of multiplayer options, are now the ones to beat).

Damage limitation

I think the one thing that has damaged the appeal of the **Falcon 3.0** system, though, is simply all the work it has taken - on the player's part as well as the company's - to get things going. From the nightmarish opening salvos of the first weeks of its release, when virtually all the major networks went haywire trying to handle the incredible flow of installation and bug trouble reports from users, to the ensuing months of update after update (and long wait for an update after long wait for an update), it's been a long, hard haul for everyone involved. And this is called having fun?

I think everyone's been left not a little exhausted just at the prospect of trying to deal with this situation. To come to a system which then requires another quantum leap of committment in terms of time, study, mission management, and so on, seems almost too much.

There's a growing electronic murmur from players that **Falcon 3.0** just takes too much time to get a mission set up properly. A few might always have felt that way, but I'll take a wild guess here and suggest that such an attitude is in part an after-effect of all the trouble that players went through trying to get the thing to even work in the first place.

Spectrum Holobyte may be doing okay financially despite all of the above, but I hope the history of this stupendous software's release and subsequent reception has been burned into any major simulation designer/publisher thinking about unleashing yet another such experience on the world. 'Nuff said.

Flight dynamics

Aces of the Pacific: 1946. It works! And runs well! And provides lotsa stuff! The attempt to construct a 'what-if' scenario in the manual makes for a slightly drearier read than I'd expected, but no matter - the inclusion of all the nifty new planes more than makes up for it.

The big Grumman F7F Tigercat, the racy F8F Bearcat, Lockheed's P-80 Shooting Star, the F2G-2 Corsair, all give the player a cutting edge look at

what, by the end of the World War II Era of Aviation, was waiting in the wings, so to speak. On the Japanese side, some similarly interesting craft: the Kyushu J7W Shinden, with four 30mm cannons (for those annoyed at the little pipsqueak ammunition included with the earlier Zeros); the Nakajima Kikka, Japan's attempt at something like the ME-262; and the Mitsubishi Ki-83, a companion for the US Bearcats and Tigercats.

Good voice

As can be seen from the above list, Dynamix went all out to provide a real hangar-full of new planes to fly (and appropriate new scenario situations to fly them in). One of the nice thing about Dynamix mission disks is that, for each of the planes modeled, a lot more than a simple redraw of the wing graphics and the adjustment of a few variables in the flight equations has obviously been invested in the design.

To close, let me mention once again the real joys to be had with Island Imaging's Voice Commander voice recognition system. As has been mentioned in previous columns, Voice Commander makes simple use of the SoundBlaster and SoundBlaster Pro's microphone input to provide the ability to issue commands to certain flight sims through a microphone, instead of a keyboard.

Speaking out

Voice Commander has so far been implemented for **F-117A** and **F-15 Strike Eagle III** in particular. The word is that it's on the way for **Comanche: Maximum Overkill** as well. Island Imaging has proven a real go-getter of a little company, and is obviously making waves with its technology; the latest versions of the software now work quite well with a little tie-clip mike, if the user has same (Radio Shack makes one that's perfect for the purpose; order Catalog Number 33-1063) - it really helps since with this there's no need to juggle the mike along with one or two joysticks).

There's also work being done to make it possible to key the mike using the Thrustmaster FCS/WCS system, for even more realism. Somebody's gotta pull all these peripherals guys together and offer a 'total simulation package,' consisting of something like the Thrustmaster 'sticks or CH's new Virtual Pilot, some rudder pedals, a tie-clip mike and Voice Commander, maybe with boxes of all the supported flight sims thrown in.

Eight miles high

For the true fanatic interested in destroying any near relative's remaining free time, such a package could come in handy. Otherwise, it's all out there for the flight sim fan to pick up. We must be insane! *(what's this 'we' business? - Ed)* Try reading a John Ashbery poem sometime when only eight miles out from an air-to-ground target. Now that's a challenge! Over and out.❑

GO

The Board game of **GO** is savored by over twenty-five million players, who treat it as both an enjoyable recreation and a serious exercise in logic and philosphy.

GO can be learned in minutes and is taught in elementary schools in Japan. However, expect to spend the rest of your life mastering this incredable game.

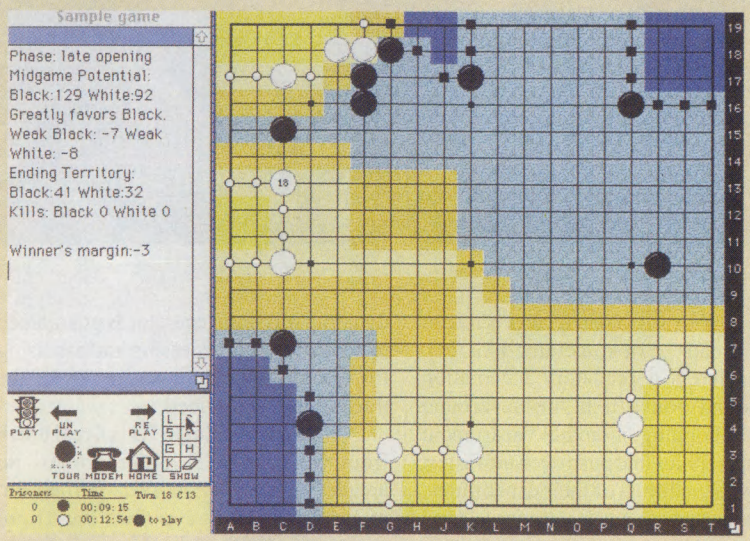
GO is played by two oponents who alternate play black or white stones on the vacant intersections of a grid attempting to surround empty points while also thwarting one another.

Whoever incloses more vacant intersections at the end of the game, wins

DOS Version Hercules, CGA, EGA, VGA mouse, 640K RAM

WINDOWS 3.1 Compatible*

GO MASTER



"It's is very much like playing against a real person." - **PC World**

"1989 Strategy Game of the Year..." - **MacWorld**

Chaos Manor User's Choice Award - **Jerry Pournelle, Byte**

"Four Stars. . ." **MacWorld**

NEMESIS Deluxe combines GO Master (basic GO player and teacher) with Joseki Genius (corner openings) and Tactical Wizard (life and death analyzer) and Scribbler (game editor/annotator) for the most complete GO teacher available.

To order call 1- (800) - 753 4263

TOYOGO, INC.
Post Office Box 25460
Honolulu, HI 96825-0460
(800) 869-6469
(808) 396-5526
(808) 396-4126 (FAX)

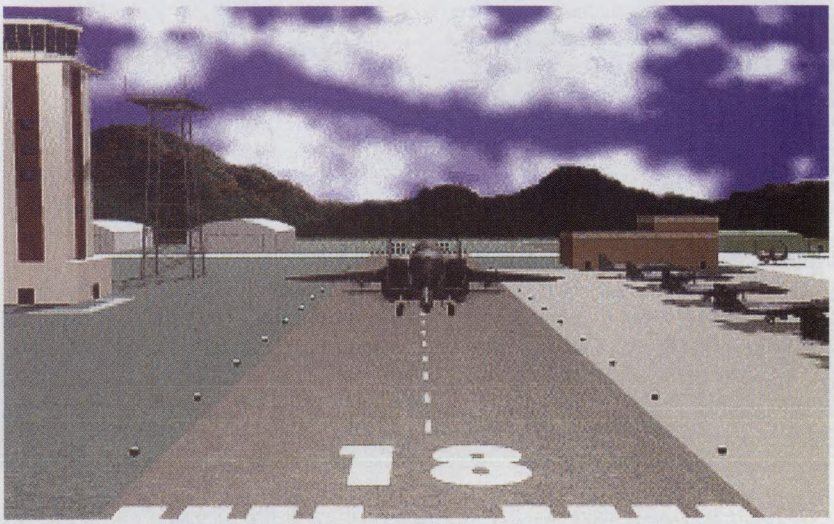
*WINDOWS 3.1 is a registered trademark of Microsoft Corporation.

Reader Service No. 66

F-15 Strike Eagle III

Where angels fear to tread

By Steven Wartofsky



Published by
Microprose

Systems
PC

Graphics
VGA only

Sound
AdLib, Sound Blaster, Sound Blaster Pro (OPL-2 and OPL-3 models), Pro Audio Spectrum 16, Roland Sound cards; digitized speech with Sound Blaster series and Pro Audio Spectrum 16

Supports
Mouse, single joystick, CH Flightstick with throttle, dual joysticks, Thrustmaster FCS and WCS, CH Virtual Pilot, CH Flightstick Pro; modem (2400, 4800, 9600, 19200 and 38400 baud); COM1 and COM2 for modem only.

Players
1-2 (via modem)

Notes
Requires 10MB hard disk space (more during installation); 602k conventional RAM free minimum, 752k EMS free minimum. 386/33 or faster recommended, 386/16Mhz minimum.

Eagles rush in where angels fear to tread . . . or something like that. Here's a predatory incarnation that's bound to have flight sim fans around the world hopping: incredible instrument realism, graphics that push even the fastest systems to the limits of their capabilities, soundtrack and sound effects to rival (and in many cases outdo) those present in **Falcon 3.0**. The flight control options are second to none, and Microprose's famous dynamic mission generator is guaranteed to keep the player guessing and assessing for many months to come in any of the three theatres provided.

F-15 Strike Eagle III is a real break from Microprose's earlier efforts; no arcade game this. In fact, perhaps to overemphasize the point, the flight performance of **F-15SE III** is realistically cumbersome when loaded up with munitions, to the point where afterburners are a necessity upon take-off (in Desert Storm, the F-15s actually flew in at forty-four thousand feet, to conserve fuel, since ground detection radar had already been disabled prior to their missions).

One of the many realistic elements of the flight performance is that, as the F-15 climbs, its performance falls off (though only above about thirty-five thousand feet). Long before turn and climb performance has deteriorated, though, the player will notice another fact that looks odd because it's rarely seen the simulation light of day: the airspeed indicator reads a lot lower than the plane is actually flying. This is known in the real world as 'Indicated Air Speed,' and is a consequence of the fact that as the plane gains altitude, air pressure concomitantly drops off; thus the instruments used to gauge airspeed via air pressure (and there's no other way except by radar) produce readings that must be assessed in light of this fact.

Panic not

Flight performance is one of the least significant achievements in '**F-15.**' What truly amazes is the extensive implementation of the F-15E's instruments array, in particular, the combined front seat/back seat representation of all the MPDs and MPCDs (Multi-Purpose Displays/Multi-Purpose Color Displays).

No details seems left out in the construction of either the air-to-air or air-to-ground radar modes, both of which come with a host of detection variants, each suitable to a particular type of situation. Much of the fun and skill in managing **F-15** will doubtless come from understanding which radar modes are appropriate for which kinds of tactical situations.

As with all serious Microprose simulations, the implementation of key combinations to manage the above-mentioned complexity is a marvel of ergonomics and logic. Unlike either **Megafortress** or **Flight Assignment: Air Transport Pilot**, there's little in the way of panic wondering which three-fingered combination of keystrokes is necessary to, say, raise or lower the radar antenna five degrees. While any of these three simulations becomes second nature quickly enough, **F-15** rivals the other two in the sheer number of instruments options available, so the logic of the keystroke will be all the more appreciated for that reason alone.

Along with the many keystroke

Hole-In-One Miniature Golf *Deluxe!*

HOLE #7
HOLE #9
HOLE #11
HOLE 15 PAR 2 PLAYER 1 PUTT 4
HOLE 9 PAR 4 PLAYER 1 PLACE BALL
HOLE 13 PAR 4 PLAYER 1 PUTT 1
8 Courses!
8 courses, 144 holes
3 brand new courses
Stunning graphics and animation
Digitized sounds (crowd noise, etc.)
IBM VGA, Macintosh color, & Amiga screen shots shown

From "classic" holes to the bizarre, DigiTek Software's new **HOLE-IN-ONE MINIATURE GOLF *DELUXE*** uses the ease of a special interface (point and click) to provide fun and excitement for all ages (with as many as four players at once!). Incorporating new state of the art graphics and realistic digitized sounds into the five original courses from the best selling **HOLE-IN-ONE MINIATURE GOLF**, and adding three new courses, the *Deluxe Edition* comes complete with a whopping eight (!) 18-hole courses (144 holes). Fight against gravities, magnets, hills and pits on your quest for the best score. **HOLE-IN-ONE MINIATURE GOLF *DELUXE*** will provide hours of fun and entertainment.

DigiTek Software

1916 Twisting Lane
Wesley Chapel, Fl. 33543
To order call **1-800-783-8023**!

Reader Service No. 102

options, the mouse is used effectively in combination with any of the joystick-style controllers to further simplify management of the MPDs. Targets can be designated either in the HUD or on the radar screens with a simple point and click; and the mouse pointer disappears quickly from the screen moments after use, thus helping to declutter the view when urgent business is at hand.

New view options

And the views! While there's much to be said for **Falcon 3.0**'s Padlock View (a real first in air combat simulation design), Microprose have come up with a few view options to rival it. Most impressively, the F4 key brings up a HUD view which can be rotated with the numeric keypad keys (each press of a key rotates a bit in the relevant direction). This provides a very quick and intuitive look-around feature, perhaps the most realistic attempt to implement same yet to show.

The advantages of the F4 view is that there's none of the disorientation that takes getting used to with a Padlock View (**F15SEIII** has one of those, too), and it's something that can be got out of in a hurry when necessary. I'm always thrown into 'where am I?' mode when the danger signals start and I'm stuck in Padlock View; this seems much preferable.

The guy in back

Along with the F4 HUD view, there's this little thing called the Guy in Back (another air combat sim first). The Guy in Back, or 'wizzo,' as s/he's affectionately called, has the primary job of managing weapons in the F-15E (it's the pilot's main job to get the plane to where the wizzo can be a whiz). From the wizzo's position, another set of views can be had, including a marvelous full-astern window that gives the player a clear indication as to whether his head's blocking someone's view behind him ('out of the sky! I can't see Baghdad from behind you!').

The 'guy in the back' is more than just a pretty face (or absence of it when needed), though; deeply enough into the sim, the player will begin to learn how to switch off appropriately between piloting the plane and managing ordnance from the weapons station, and it's at that point that the wizzo's access to four different MPDs in a row can make all the difference in the world (not to mention the fact that learning to fly without a full view is a separate challenge in and of itself).

Full modem play

The ultimate advantage of having both wizzo and pilot positions simulated is the little surprise left out of the main manual, namely, full modem play. There are three different dual-player modes: Cooperative Wingman, Front Seat-Back Seat, and Head-to-Head Competition. Cooperative wingman does the full job of providing an allied plane, for formation missions (one of the things **Falcon 3.0** does best at as a single-player sim, an area where it remains unmatched).

Front Seat-Back Seat provides full justice for the GIB position; the very thought of being able to play in this kind of team mode alone should be sending chills down your spine as you read this.

Finally, there's good old head-to-head modem play, which is as it suggests: two RAMs butting heads in a contest to see whose will hold out.

There's no fifteen-minute costly delay while info's being transmitted across the phone lines. Like **Knights of the Sky**, modem play is efficient and very easy to get into and stay into (as is always the case, both machines should be closely matched in CPU capability for best results).

There's simply not enough room to even begin to describe **F-15 Strike Eagle III**. For simulation fans with a strong bent towards the joys of tactical wargaming, as well as for those who enjoy complex systems management in an intense environment, this simulation will go the extra mile and then some.

Right up there with the other major simulations to have shown in the past two years, **F-15 Strike Eagle III** breaks significant new ground in simulation design.❑

CHIPS & BITS CALL 800–753–GAME

IBM MAC & AMIGA GAMES FOR LESS

UPS Ground $5 per order. PO Box, APO, FPO, $6 per Order. 2 Business Day Air $7 per Order.
Europe Air Mail $12 First Item plus $6 Each additional Item. Air Mail to Canada $6 per Order. HI, AK, PR, Mail $7 per Order

PO Box 234
Rochester, VT 05767
Fax 802–767–3382
802–767–3033
800–753–4263

IBM HARDWARE

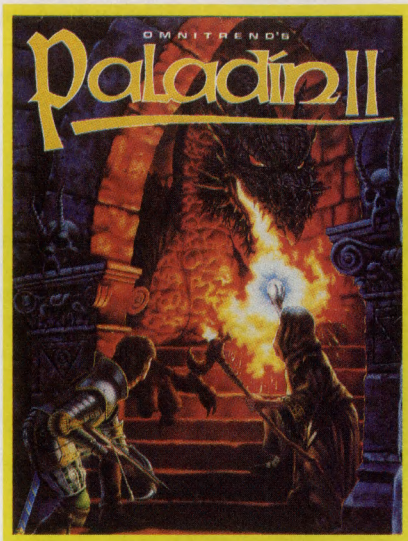
3 Button Dexxa Mouse	$29
AdLib Sound Card	$59
Adlib Gold Sound Card	$169
Advancd Gravis Ultrasound	$139
Champ Joystick	$24
Flight Stick Joystick	$36
Flight Stick w Falcon	$46
Game Card 3 Automatic	$39
Maxx Control Yoke	$59
Maxx Rudder Pedals	$39
Pro Audio Spectrum 16	$199
Pro Audio Spectrum Plus	$139
Quickshot 123 Joystick	$16
Rudder Pedals Driving	$39
Sony SRS7 Speakers	$15
Sony SRS9 Speakers	$20
Sound Blaster Sound Card	$89
Sound Blaster PRO Basic	$139
Sound Blaster PRO	$169
Sound Star Sound Enhancer	$14
Thrustmaster Flight Control	$79
Thrustmstr Flight Cntrol Pro	$119
Thrustmstr Rudder Control	$119
Thrustmstr Weapons Control	$89
Thunder Board	$84
Thunder Board for WIN	$109
Video Blaster	$349

IBM EDUCATIONAL

Auto Map	$64
AutoWorks	$49
BodyWorks	$49
Boom Box	$29
Castle of Dr Brain	$29
Chemistry Works	$45
Cuckoo Zoo	$32
Eagle Eye Mysteries	$32
EcoQuest 2 Lost Scrt Rain F	$34
EcoQuest	$32
Fatty Bear Birthday Surprise	$32
Incredible Machine	$29
Island Of Dr Brain	$29
Jones Fast Lane	$24
Mario Teaches Typing	$24
Mavis Beacon Teach Typing	$26
M Beacon Teach Typing WIN	$29
Mixed Up Faery Tale	$29
Mixed-Up Mother Goose	$29
Mozart Magic Music Machine	$18
Never Ending Story 2 Crayon	$9
Orbits Voyage Solar System	$39
Oregon Trail	$24
Print Shop Deluxe	$39
Print Shop Dlx Busins Graph	$29
Quarky Quaysoos Turbo Sci	$29
Rodneys Funscreen	$32
Scooters Magic Castle	$32
Twisty History	$29
Wacky Funster	$18
Where in USA Carmen Dlx	$45

IBM WARGAMES

Action North Atlantic	$26
Action Stations	$29
Action Stations Scenario 1	$14
Action off River Platte	$26
Air Raid Pearl Harbour	$26
Ambush	$42
American Civil War V1	$22
American Civil War V2	$22
American Civil War V3	$22
Banzai	$12
Battle Stations	$26
Battle Tank Barbarossa	$36
Battle Tank Kursk	$39
Battle of Austerlitz	$9
Battle of the Atlantic	$36



'PALADIN2' is an easy-to-play role playing game. Form a party of brave warriors and encounter all manner of foe in castles, open fields, and dungeons deep in the earth. Only bravery and skill will allow you to advance through the ranks of the Order of Paladins. Features 20 challenging quests, & a quest builder. **$34**

'COMANCHE MAXIMUM OVERKILL' is a glimpse into the future of military avionics and exactingly accurate simulator of the Beoing-Sikorski 66 Comanche Helicopter. Features actual terrain rendered in real time 3D, fly mutiple missions in 1999, complete Thrustmaster support & 256 color VGA graphics. **$46**

'SOUND MACHINE' brings together 2 of the most popular computer add-ons in one inexpensive package. Features a genuine sound blaster chipset, digitized voice input/output, full duplex MIDI interface, built in 4W amp, volume control, a pair of 3" magnetically sheilded speakers, and a Quickshot joystick. **$89**

Visa & MC Accepted. CODs $5. Checks Held 4 Weeks. Money Orders Treated as Cash. Most Items Shipped Same Day. Shipping times not guaranteed. Check compatibility before you buy. Defectives replaced with same product. Price & availability subject to change. All Sales Final.

IBM WARGAMES

Battles of Napoleon	$24
Battleship Bismark	$26
Blitzkrieg Ardennes	$24
Borodino Napoleon Invades	$30
Bravo Romeo Delta	$32
CW No Greater Glory	$39
Campaign	$39
Carrier Strike	$42
Carrier Strike Exp Pak	$19
Carriers at War	$37
Carriers at War Exp Pak	$37
Charge of the Light Brigade	$34
Conflict	$15
Conflict in Vietnam	$9
Conflict: Middle East	$16
Conflict: Middle East	$36
Conflict: Korea	$36
Crusade In Europe	$12
Decision at Gettysburg	$19
Dreadnoughts	$42
Dreadnoughts Bismark	$29
Dreadnoughts Ironclads	$29
Dreadnoughts Deluxe	$89
Fall Gelb	$36
Fifth Eskadra	$36
Fire Brigade	$34
Fleet Commander	$39
Fleet Med	$36
Frontline	$34
Gary Grigsby Pacific War	$46
German Raider Atlantis	$26
Gettysburg:Turning Point	$36
Golan Front	$36
Grand Fleet	$36
Great Naval Battles	$45
Great Naval Battles Exp Pak	$19
Grey Seas, Grey Skies	$36
Halls of Montezuma	$24
Harpoon	$25
Harpoon Battle Set 2	$19
Harpoon Battle Set 3	$19
Harpoon Battle Set 4	$24
Harpoon Challenger Pak SE	$49
Harpoon Designer Series	$32
Harpoon Scenario Editor	$27
High Command	$45
In Harms Way	$36
Kampfgruppe	$59
Kriegsmarine	$36
Kursk Campaign	$36
Line in the Sand	$24
Long Lance	$39
MacArthur's War	$29
Main Battle Tank C Germany	$36
Main Battle Tank MiddleEast	$36
Main Battle Tank N Germany	$36
Malta Storm	$36
Man of War	$36
Mare Nostrum	$26
Marianas Turkey Shoot	$24
Midway	$19
Moscow Campaign	$36
Northern Fleet	$36
Operation Overlord	$36
Pacific Storm Midway Cpgn	$36
Pacific Storm Solomon Cmpn	$36
Panzer Battles	$22
Patriot	$44
Patton Strikes Back	$16
Prelude to Jutland	$26
Red Lightning	$12
Return to Falklands	$28
Rising Sun	$26
Rommel Battles For N Africa	$24
Rommel at El Alamein	$36
Rommel at Gazala	$36
Rorkes Drift	$34
Second Front	$36
Seventh Fleet	$36
Special Forces	$39
Stalingrad Campaign	$36

IBM WARGAMES

Storm Across Europe	$12
Third Reich	$27
To The Rhine	$36
Typhoon of Steel	$12
UMS Original	$19
UMS 2	$19
UMS 2 Civil War	$24
UMS 2 Desert Storm Scen	$24
UMS 2 Planet Editor	$28
Under Fire	$12
V Victory : Velikiye Luki	$44
V Victory: Utah Beach	$44
Victory at Sea	$37
Vulcan	$34
War in the Falklands	$26
Warship that Changed Histry	$26
Waterloo	$12
Western Front	$36
White Death	$24

IBM ADVENTURE

James Bond Stealth Affair	$29
Advent Willie Beamish EGA	$34
Advent Willie Beamish VGA	$34
Advent Willie Beamish 2 VGA	$39
All Dogs go to Heaven	$17
Altered Destiny	$34
Amazon	$39
An American Tail	$26
Attack Pack	$42
B.A.T.	$19
Cadaver	$27
Castle Wolfstein 3D	$37
Chamber Sci-Mutant Prstss	$25
Coaster	$32
Codename Iceman	$15
Code Name Iceman 2 VGA	$39
Colonels Bequest	$15
Conquests Robin Hood EGA	$34
Conquests Robin Hood VGA	$36
Conquests of Camelot	$15
Conspiracy Deadlock Files	$34
Covert Action	$24
Crime Wave	$37
Cruise for a Corpse	$32
Cybercon 3	$29
Dark Half	$19
Dark Side	$28
David Wolf Secret Agent	$15
Day of the Tentacle	$39
Deja Vu 2 Lost in LV	$6
Demon's Gate	$32
Diehard	$28
Dog Eat Dog	$32
Don't Go Alone	$4
Earthrise	$9
Elf	$24
Epic	$32
Eric the Unready	$38
Felony	$3
Free DC	$19
Future Wars	$9
Galleons of Glory	$24
Gateway	$32
Godfather	$29
Gold Rush	$15
GrailQuest	$27
Humans	$21
Heart of China	$34
Heaven and Earth	$32
Heimdall	$17
Hired Guns	$32
Hook	$32
Hostage	$6
Hound of Shadow	$17
Inca	$42
Indy Jones 4 Fate Atlantis	$38
Indy Jones Grfx Adv EGA	$21
Indy Jones Grfx Adv VGA	$27

Air Warrior

Solo flight

By Steven Wartofsky

Designed by
Kelton Flinn, John Taylor and Dave Albrecht

Published by
Konami

Systems
IBM PC, GENie

PC Graphics
SVGA only

Supports
Mouse, Keyboard, Joystick, Thrustmaster, Modem play via GENie

Sound
SoundBlaster

Notes
Can be played in single-player or online multi-player mode; requires over 2MB Extended RAM and 14MB Hard Disk Space to run. Requires access to GEnie network for modem play. $50 GEnie usage credit is included with the game.

Of late, games design has taken an unexpected and interesting turn. Instead of releasing completed products, fully tested and with all features implemented, it seems that software companies have been releasing their latest offerings at a point where it then gets subjected to user testing and extensive commentary on the online networks, via the companies' own networks, by phone, air, mail and pigeon carrier.

After months (or in some cases years!) of this, a much better implementation with fewer bugs, more features, greater proximity to the contents of the manual, etc. is released, to the knowledge of only the previous few. It's got to the point where purchasing a new software release is pretty much agreeing to sign on as a 'delta' (assuming alpha and beta) tester. Seems to me like we've been getting a delta raw deal.

Riches to rags

Well, how about turning this whole process around and making it integral to the design itself? This is about what Kesmai Games has done with their highly popular **Air Warrior**, a flight simulation that until now was only available as a rather expensive multi-player online game on General Electric's network, GEnie. Tested, commented on, played to death, re-tested, re-implemented, expanded, tweaked, improved and then played to death some more, **Air Warrior** has prospered under the steady guidance of the design team, with extensive input from the simulation's ardent and formerly well-heeled fans.

Now the average Joe can get in on all the fuss and purchase a single-player copy of **Air Warrior** from Konami. Question is, does a game that has its roots as a multi-player design only function well as a single-player game? The answer is, surprisingly, yes (though ten minutes into **Air Warrior** brings on the urge to throw all caution to the winds and join the other bankrupts on-line for some multi-player fun). Despite some significant limitations on the graphics front, **Air Warrior** in fact proves to be one of the more sophisticated flight simulation designs around.

In what sense? Primarily in the flight performance and ammunition modeling. Many things that the glossier single-play flight simulations either can't or won't do, such as modeling buffeting, spins, weather effects and so on are all incorporated into **Air Warrior**. Along with this, the essential flight modeling for the extensive inventory of included planes seems about par in many ways with that present in Sub Logic's **Flight Simulator 4.0** or **Flight Assignment: Air Transport Pilot**.

For theatres, there are only European and Pacific geographies, and abstract locations ('nations') named 'A,' 'B,' and 'C.' The European geography is moun-

CHIPS & BITS CALL 800–753–GAME

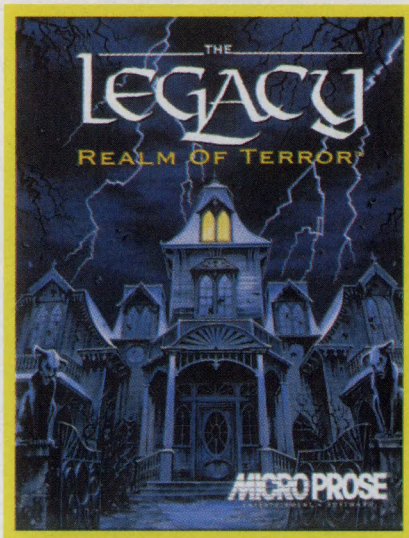
IBM MAC & AMIGA GAMES FOR LESS

UPS Ground $5 per order. PO Box, APO, FPO, $6 per Order. 2 Business Day Air $7 per Order.
Europe Air Mail $12 First Item plus $6 Each additional Item. Air Mail to Canada $6 per Order. HI, AK, PR, Mail $7 per Order

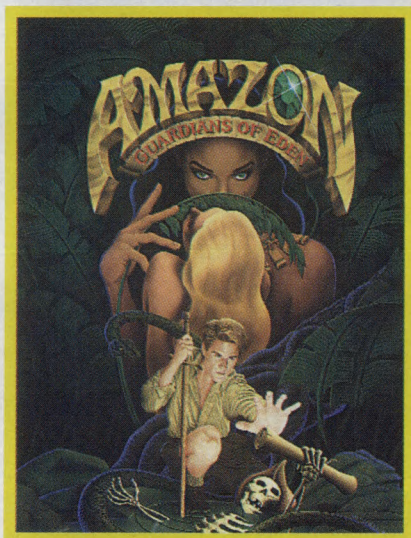
PO Box 234
Rochester, VT 05767
Fax 802–767–3382
802–767–3033
800–753–4263

IBM ADVENTURE

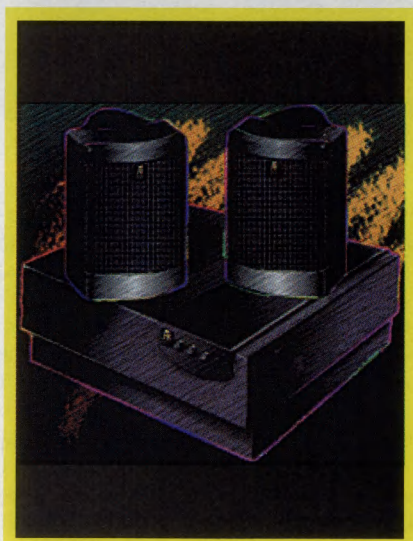
Inspector Gadget	$34
Jack the Ripper	$38
KGB	$17
King's Quest 1 ENH	$19
King's Quest 2 or 3	$15
King's Quest 4	$34
King's Quest 5 VGA	$36
King's Quest 6 VGA	$45
King's Ransom	$38
Kristal	$12
L.A. Law	$34
Laura Bow 2	$36
Leather Goddesses	$12
Leather Goddesses 2	$42
Legacy: Realm Of Terror	$41
Legend of Faerghail	$34
Legend of Kyrandia	$35
Leisure Suit Larry 1 VGA	$15
Leisure Suit Larry 2	$15
Leisure Suit Larry 3	$24
Leisure Suit Larry 5 VGA	$34
Leisure Suit Larry Bundle 1	$39
Loom	$19
Lords of the Rising Sun	$34
Lost Files Sherlock Holmes	$44
Lost Treasures of Infocom	$42
Lost Treasures of Infocom 2	$32
Lost in LA	$37
Magnetic Scrolls Bundle	$21
Manhunter New York	$28
Manhunter SanFrancisco	$15
Maniac Mansion	$18
Martian Memorandum	$37
Mean Streets	$37
Metal Mutant	$32
Moebius	$28
Murder Club	$28
Murder by the Dozen	$15
Out of this World	$36
Plan 9 from Outer Space	$31
Police Quest 1	$24
Police Quest 2	$15
Police Quest 3	$34
Power Hits:Movies	$32
Prince of Persia	$25
Putt Putt Joins Parade	$32
Rex Nebular Cos Gen Ben	$39
Riftwar Legacy	$39
Ringworld	$36
Rise of the Dragon	$34
Risky Woods	$24
Robocop 3	$32
Rocketeer	$32
S D I	$9
Screen Antics WIN	$24
Search for the King	$24
Secret Monkey Island 2	$38
Secret Monkey Island	$23
Sex Olympics	$19
Sex Vixens from Space	$12
Shadowgate WIN	$34
Shogun	$12
Sierra Adventure Bundle 1	$39
Space Quest 1	$19
Space Quest 2	$15
Space Quest 3	$34
Space Quest 4	$36
Space Quest 5	$39
Space Quest Bundle	$36
Spellcasting 101	$19
Spellcasting 201	$36
Spellcasting 301 Spring Brk	$34
Star Trek 25th Aniv	$36
Star Trek 5	$12
Star Trek: Next Generation	$46
Stellar 7	$21
Teenage Mutant Ninja Turtls	$25
Terminator 2029	$42
The Train	$6
Theme Park Mystery	$15
Time Quest	$12



'LEGACY REALM OF TERROR' is a 3D animated horror adventure game. You must find & destroy the entity which has taken control of your house. Features auto-mapping, ten levels with up to 40 rooms per level, detailed yet easy to use magic and combat systems, point-and-click interface, and amazing audio effects. **$41**



'AMAZON' recaptures the fun and excitement of the 1950's drive-in movies. Travel to unexplored regions of the Amazon, fight 10 foot ants, and find emeralds stolen by Cortez. Amazing cinematic effects such as multiple camera angles, flashbacks, zooms, pans, and fades. Features full digitized voices & sound effects. **$39**



'POWERED PARTNERS 622' by Acoustic Research do the job of both a speaker and amp. Plug them into any sound source with line level or headphone output: computers, TV's, or keyboards. Features magnetic shielding, a 30 Watt subwoofer, frequency range of 50Hz-20kHz, & volume control. **$239**

Visa & MC Accepted. CODs $5. Checks Held 4 Weeks. Money Orders Treated as Cash. Most Items Shipped Same Day. Shipping times not guaranteed. Check compatibility before you buy. Defectives replaced with same product. Price & availability subject to change. **All Sales Final.**

IBM ADVENTURE

Transylvania 3	$15
Troika	$6
Uninvited	$9
Universe 1-3 Each	$34
Walker	$32
War in Middle Earth	$12
Warriors of Legend	$19
Weird Dreams	$9
Where in World Carmen	$32
Where World Carmen Delux	$52
Where in America's Past	$37
Where in Europe is Carmen	$29
Where in Time Carmen	$32
Where in USA Carmen Delux	$45
Where in USA is Carmen	$29
Wonderland	$16
Zak McKracken w H Book	$18
Zeliards	$15
Zombie	$12

IBM ROLE PLAYING

2400 AD	$24
ADD Collector's Edition 2	$45
ADD Starter Kit	$35
Autoduel	$26
Bad Blood	$31
Bard's Tale 1 Char Editor	$16
Bard's Tale 2	$19
Bard's Tale 2 Char Editor	$16
Bard's Tale 3	$32
Bard's Tale 3 Char Editor	$16
Bard's Tale Construction	$19
Battletech	$12
Battletech 2	$31
Black Crypt	$32
Bloodwych	$15
Buck Rogers Countdown	$12
Captain Blood	$9
Captive	$30
Celtic Legends	$32
Challenge of 5 Realms	$44
Champions	$37
Champions of Krynn	$21
Champions Krynn Char Edit	$16
Cobra Mission	$49
Conan	$16
Corporation	$19
Curse Azure Bonds Char Ed	$16
Curse of the Azure Bonds	$15
Curse Azure Bonds Char Ed	$16
Cyber Empire	$32
Cyber Space	$38
Cybergenic Ranger	$9
Dark Queen of Krynn	$32
Dark Queen Krynn Char Ed	$16
Dark Sun	$37
Darklands	$39
Darkspyre	$32
Daughter of Serpents	$32
Death Knights of Krynn	$21
Death Knights Krynn Char Ed	$16
Dragon Strike	$15
Dragon Wars	$12
Dragon Wars Char Edit	$16
Dragons of Flame	$9
Drakkhen	$37
Drakkhen Char Edit	$16
Dungeon Master	$34
Dusk of the Gods	$24
Elvira Mistress Dark	$29
Elvira 2 Jaws Cerberus	$27
Escape from Hell	$17
Escape from Hell Char Edit	$16
Eye of the Beholder	$19
Eye of Beholder Char Edit	$16
Eye of the Beholder 2	$38
Eye of Beholder 2 Char Edit	$16
Eye of the Beholder 3	$39
Eye of the Horus	$28

IBM ROLE PLAYING

Fire King	$19
Flames of Freedom MWII	$28
Fountain of Dreams	$15
Fountain Dreams Char Edit	$16
Four Crystals of Trazere	$26
Gateway Savage Frontier	$32
Gods	$26
Hard Nova	$17
Hard Nova Char Edit	$16
Heaven and Earth	$32
Hero's Quest	$21
Heroes of the Lance	$12
Heros Qst 2:Trial Fire	$21
Heros Quest 1	$32
Heros Quest 3	$36
Hillsfar	$15
Immortal	$17
Joan of Arc	$12
Keys to Marimon	$9
Keys to Maramon Char Edit	$16
King's Bounty	$15
Knights of Legend	$30
Knights of Legend Char Edit	$16
Legacy of the Necromancer	$17
Legend	$31
Legend of Valor	$39
Lord of the Rings V1	$32
Lord of Rings V1 Char Edit	$16
Lord of the Rings V2	$37
Lord of Rings V2 Char Edit	$16
Loremaster	$39
Lure of the Temptress	$37
M	$45
Magic Candle 1	$12
Magic Candle 1 Char Editor	$16
Magic Candle 2	$21
Magic Candle 2 Char Editor	$16
Magic Candle 3	$38
Martian Dreams	$37
Martian Dreams Char Editor	$16
Matrix Cubed	$32
Mechwarrior	$19
Megatraveller:Zhodani	$9
Megatrvllr:Zhodani Char Edit	$16
MegaTraveller 2	$19
MegaTraveller 2 Char Editor	$16
MegaTraveller 3	$39
Midwinter	$12
Might & Magic 1	$12
Might & Magic 1 Char Edit	$16
Might & Magic 2	$12
Might & Magic 2 Char Edit	$16
Might & Magic 3	$34
Might & Magic 3 Char Edit	$16
Might & Magic 4 Clouds Xeen	$36
Might & Magic 4 Char Editor	$16
Might & Magic 5 D Side Xeen	$42
Mines of Titan	$12
Mission: Impossible	$19
Murder	$29
Obitus No Shirt	$27
Paladin:Scrolls Talmouth Dsk	$16
Pirates	$9
Pirates Gold	$39
Planet's Edge	$34
Planet's Edge Char Editor	$15
Pool of Radiance	$15
Pool of Radiance Char Editor	$16
Pools of Darkness	$38
Prophecy 1	$12
Questron 2	$12
Ragnarok	$38
Rings of Medusa	$24
Savage Empire	$34
Savage Empire Char Editor	$16
Sea Rogue	$29
Secret Silver Blades	$15
Secrt Silver Blades Char Edit	$16
Sentinel Worlds	$9
Sentinel Worlds Char Edit	$16
Shadow Sorcerer	$12

tainous and the Pacific geography islandish. The main focus seems to be on the period between WWII and the Vietnam era, with the majority of planes being late WWII/early 50's. I suspect this is due to what the designers consider the most interesting period for the kinds of simulation they provide (and for multi-player dogfighting).

Sound a blast

As seasoned flight simulation fans can guess, this means that there's a lot more in the way of performance characteristics that can be counted on than is present in the average (or even not so average) air combat sim. Planes will stall readily and, depending on the severity of the stall, go into appropriate critical attitudes (i.e., plummet straight towards the ground, tail-first).

A severe enough climb will start to affect oil pressure, thin out the carbs on the piston-driven engines, and generally make life tough for the machinery, sometimes to the point of breakage. On most planes, executing a significant turn takes some real finesse and effort - none of this pulling the joystick all the way back and watching the plane circle around an imaginary cul-de-sac at 300mph.

Combine all this with accurate-feeling guns and bombs performance, and the result is an air combat simulation that, purely on the technical side of things, seems spot on all the way around.

Konami/Kesmai have attempted to gloss this engine up a bit by using SVGA graphics for the cockpits of the various planes. This provides a nice feel for the instruments. The sound effects, using a Sound Blaster Pro, are some of the most realistic ever included in a flight simulation (especially the engine start-up sounds).

Shades of grey

Despite all these positives, however, there are a few things that remind us that all the gloss we tend to expect from single-player flight simulating may be worth something after all. The out-the-cockpit views (with the exception of the views of other planes in nearby combat) are, comparatively speaking, quite primitive - ye olde pyramids for mountains, gray boxes for buildings, and triangles for terrain. The artificial intelligence running the opponent planes is adequate but neither as good as most of the single-player sims out there, nor anywhere near as exciting as a human opposite.

Finally, there's little in the way of scenario or mission design (the mission options are quite similar to those found in **Chuck Yeager's Air Combat**, ie select how many planes, level of expertise, starting points, and so on). Excess amounts of time have to be spent (cruising along looking for someone to start a dogfight with. And this is no small simulation: the whole system uses up something like 14MB of hard disk space, and requires over 2MB of Extended RAM (QEMM will have to be disabled in order for the program's built-in DOS Extender) to run at all. Despite this, there are no outside views available to admire oneself in as the plane putters along.

Nevertheless, for those air combat hot dogs heavily into the performance aspect of flight simulation, **Air Warrior** will definitely foot the bill at a time when many other recent simulations have seemed wanting in this area.

There's no more appropriate way to end than to say that **Comanche: Maximum Overkill** and **Air Warrior** represent the definitive extremes of maximizing spectacle and airplane performance, respectively.❑

WWII Planes Include:

P-51 Mustang, A6M5a Zero, Spitfire Mk IX, BF-109 Messerschmitt, Focke-Wulf 190A-8, P38J Lightning, F4U-1D Corsair, Yak 9D, and Ki-84 Hayate fighters, and B17 Flying Fortress, B25 Mitchell, A26B Invader, Mosquito MkXVI, Mitsubishi G4M2 Betty, Junkers JU 88 A-4, and C-47 Skytrain bombers. The F86E and ME262A to represent the Jet era, plus there are two World War 1 aircraft present

CHIPS & BITS CALL 800–753–GAME

IBM MAC & AMIGA GAMES FOR LESS

UPS Ground $5 per order. PO Box, APO, FPO, $6 per Order. 2 Business Day Air $7 per Order.
Europe Air Mail $12 First Item plus $6 Each additional Item. Air Mail to Canada $6 per Order. HI, AK, PR, Mail $7 per Order

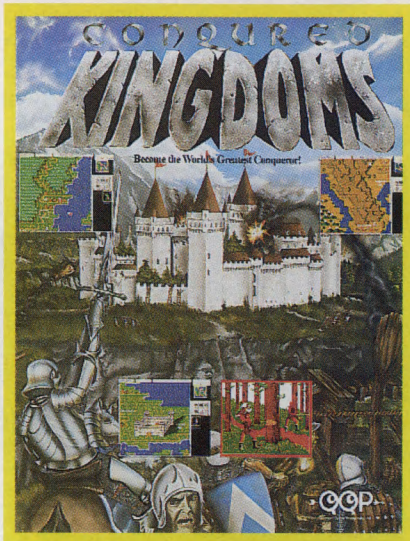
PO Box 234
Rochester, VT 05767
Fax 802–767–3382
802–767–3033
800–753–4263

IBM ROLE PLAYING

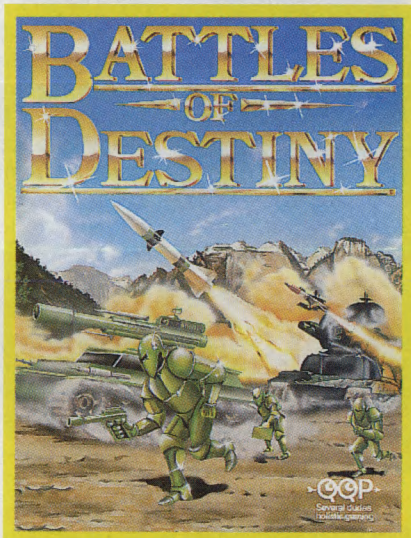
Shadowlands	$29
Shadows of Mordor	$28
Sleeping Gods Lie	$28
Sorcerian	$15
Space 1889	$9
Space 1889 Char Editor	$16
Space Hulk	$38
Space Inc	$34
Space Rogue	$30
Space Rogue Char Editor	$16
Spacewrecked	$19
Spelcraft: Aspect of Valor	$38
SpellJammr Pirates Rlm Spc	$38
Spellbound	$39
Spirit of Excalibur	$16
Star Saga 2	$19
Starflight 1	$17
Starflight 2	$17
Summoning	$38
Sword of the Samurai	$9
Tales Magic Prophcy Shadw	$38
Tales Magic Pr Sh Char Edit	$16
Tangled Tales	$21
Terran Envoy	$12
Third Courier	$6
Times of Lore	$28
Treasures Savage Frontier	$32
Treasure Savag Frtr Char Ed	$15
Tunnels & Trolls	$15
Tunnels & Trolls Char Edit	$16
Twilight 2000	$34
Twilight 2001	$39
Ultima 4	$35
Ultima 4 Char Edit	$16
Ultima 5	$35
Ultima 5 Char Editor	$16
Ultima 6 False Prophet	$39
Ultima 6 Char Edit	$16
Ultima 7 Black Gate	$46
Ultima 7 Char Editor	$16
Ultima 7 Forge of Virtue	$21
Ultima 7.5 Serpent Isle	$46
Ultima Trilogy	$35
Ultima Trilogy 2	$45
Ultima Uworld Stygian Abyss	$48
Ultima U Styg Abyss Char Ed	$15
Ultima Uworld Styg Abyss 2	$46
Uncharted Waters	$42
Unlimited Adventures	$32
Veil of Darkness	$42
Vengeance of Excalibur	$16
War of the Lance	$9
Wasteland Char Editor	$16
Waxworks	$34
Wizardry (1-3) Char Edit	$16
Wizardry 4	$19
Wizardry 4 Char Edit	$16
Wizardry 5	$26
Wizardry 5 Char Edit	$16
Wizardry Cosmic Forge	$34
Wizardry Csmc Frg Char Edit	$16
Wizardry 7 Crusaders	$39
Wizadry 7 Crusdrs Char Edit	$16
Wizardry Trilogy	$32

IBM STRATEGY

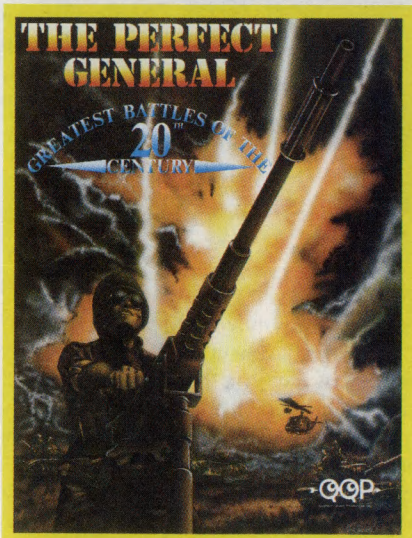
A Train	$38
A Train Construction Set	$23
Air Force Commander	$32
Airbucks	$36
Ancient Art War Sea	$29
Ancient Art of War	$29
Ancient Art of War Sky	$34
Are We There Yet	$17
Armada 2525	$29
Balance of Power 1990	$35
Balance of the Planet	$19
Bandit Kings Ancient China	$37
Battle Isle	$32



'CONQUERED KINGDOMS' allows you to invade castles and fly over mountains as you battle for control of the world. Features nine scenarios, a random map generator, human and fantasy combat troops, 21 levels of difficulty, modem play, several full campaign conquests, and complete game scoring history. **$38**



In **'BATTLES OF DESTINY'** you must seek out and destroy up to 3 opponents in order to conquer the world. Features modem play, air, ground and naval combat, challenging artificial intelligence, 22 different units to construct, more than 20 worlds to conquer, campaign style play, and a complete player history. **$38**



'GREATBATTLES OF THE 20TH CENTURY' brings 20 new scenarios for the **Perfect General** game. Includes 1967 & 1973 Suez conflicts, Kursk, The Moscow Push, Stalingrad, Malta, Long Binh Inferno, Crete, Falklands, Inchon, Operation Sea Lion, Pusan Per, Saigon, Bataan, Fulda, Dnepr Br., Guderian Forward, & more. **$23**

Visa & MC Accepted. CODs $5. Checks Held 4 Weeks. Money Orders Treated as Cash. Most Items Shipped Same Day. Shipping times not guaranteed. Check compatibility before you buy. Defectives replaced with same product. Price & availability subject to change. **All Sales Final.**

IBM STRATEGY

Battle Isle Scenario Disk	$22
Battles of Destiny	$38
Bermuda Square	$21
Big Business	$12
Breach 2	$19
Breach 2 Scenario Disk	$15
Buzz Aldrin Race into Space	$42
Caesar	$36
Carrier Command	$9
Castles	$18
Castles 2	$36
Castles Northern Campaigns	$19
Centurion Defender Rome	$17
Civilization	$39
Civilization Master Edition	$45
Command HQ	$19
Conquered Kingdoms	$38
Conquest of Japan	$36
Control of the Seas	$32
Crisis in the Kremlin	$42
Dark Seed	$34
Dark Star	$36
Defender of the Crown	$12
Designasaurus 2	$28
Dino Wars	$28
Diplomacy	$12
Discovery Steps Columbus	$34
Dragon Force	$19
Dragon Lord	$12
Dune	$24
Dune 2	$44
El Fish	$41
Empire Deluxe	$39
Fighting for Rome	$12
Final Conflict	$17
Fireteam 2200	$24
Fireteam 2200 Constrctn Kit	$25
Fort Apache	$34
Gemfire	$37
Genghis Khan	$37
Global Conquest	$37
Global Effect	$32
Gold of the Americas	$19
Imperium	$26
Inindo	$37
Koshan Conspiracy	$32
L'Empereur	$37
Lemmings 2	$32
Lemmings Datadisk	$19
Lemmings	$32
Liberty or Death	$37
Lost Admiral	$24
Lost Admiral Enhanced	$44
Lost Admiral Scenario Disk	$23
Lost Patrol	$12
Medieval Lords	$14
Medieval Warriors	$9
Mega Lo Mania	$31
Mercenaries	$38
Merchant Colony	$17
Microcosm	$32
Millenium	$24
Monarch	$38
New World Order	$38
Nobunaga's Ambition	$37
Nobunaga's Ambition 2	$37
Nuclear War	$7
Objection	$34
Objection Enhanced	$79
Ogre	$19
Omega	$30
Operation Combat	$12
Overlord	$21
Pacific Theater Ops	$42
Paladin 2	$34
Perfect General	$32
Perfect General 2	$44
Perfect General Scen Disk	$21
Perfect General Scen 2	$23
Populous	$17
Populous 2	$38

IBM STRATEGY

Populous Promised Lands	$14
Powermonger	$34
Powermonger World War 1	$21
PushOver	$32
QQP Bundle	$59
Railroad Tycoon	$34
Rampart	$27
Reach for the Stars	$24
Realms	$17
Red Zone	$32
Renegade Legion Interceptor	$12
Riders of Rohan	$19
Robo Sport WIN	$34
Romance 3 Kingdoms	$42
Romance 3 Kingdoms 2	$42
Rules of Engagement	$37
Rules of Engagement 2	$38
Second Conflict WIN	$34
Seven Cities Gold 2	$38
Shadow President	$34
ShadowGate WIN	$34
Siege	$38
Siege Expansion Disk	$19
Sim Ant	$34
Sim Ant WIN	$34
Simcity	$29
Simcity Graphic Set 1	$15
Simcity Graphic Set 2	$23
Simcity WIN	$34
Simearth	$38
Simearth 2000	$42
Simearth WIN	$38
Simfarm	$41
Simlife	$41
Spaceward Ho!	$38
Special Forces	$39
Spoils of War	$34
Star Control	$29
Star Control 2	$36
Star Legions	$38
Starfleet 1	$17
Starfleet 2	$38
Strategic Forces	$19
Sword of Aragon	$28
Task Force 1942	$39
Theatre of War	$32
Theatre of War Set 1	$21
Traders	$19
Unnatural Selection	$32
Utopia	$31
Vikings Fields of Conquest	$37
Visions of Aftermath	$12
Warlords	$24
Warlords 2	$42
Worlds at War	$24

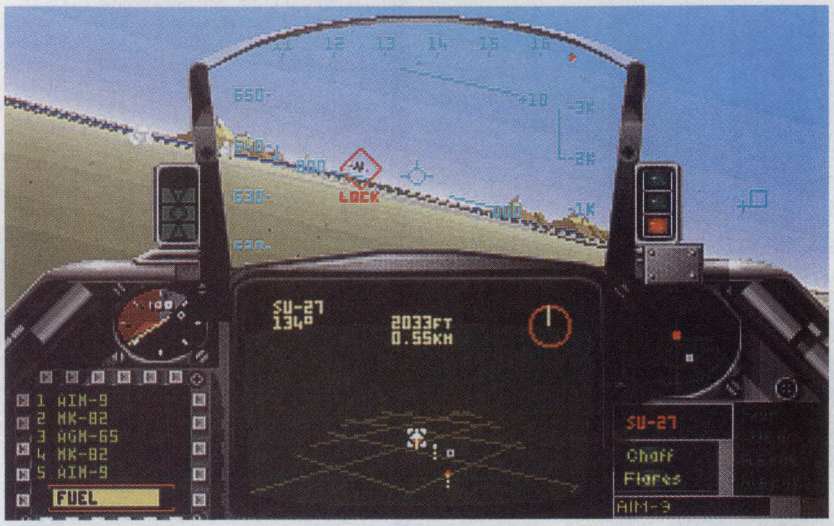
IBM SPORTS

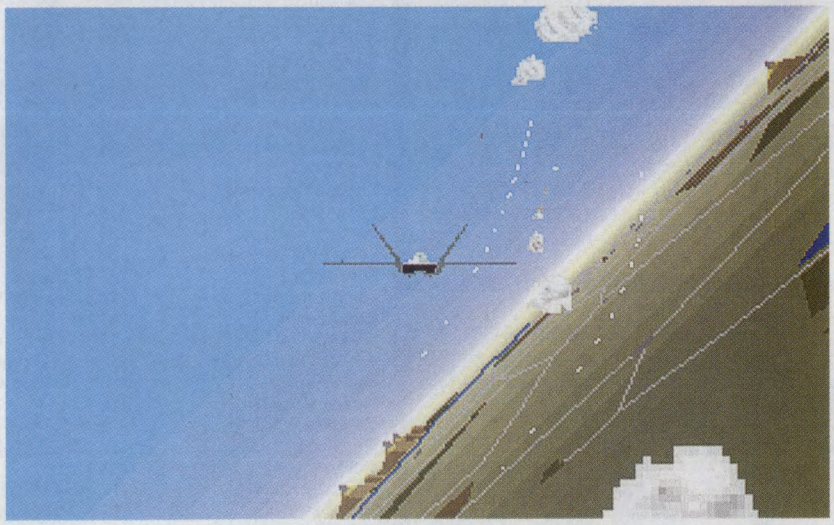
4D Boxing	$17
4th & Inches	$4
4th & Inches Team Const	$10
ABC Monday Night FB	$37
ABC Wide World Boxing	$32
APBA Base TD 1908-91 Ea	$21
APBA Baseball	$24
APBA Baseball General Man	$29
APBA Baseball Statmastr 2.0	$29
APBA Baseball Wizard 2.0	$29
APBA Basketball	$34
APBA Bowling	$14
APBA College Basketball	$32
APBA Football	$34
APBA Micro Manager	$32
ATP Tennis	$34
Action Sports Soccer	$25
All American College Ftbll	$36
All Star Sports Pak	$15
American Gladiators	$21
Basketball Challenge	$28
Bo Jackson Baseball	$32

ATAC

The secret war against drugs

By Steven Wartofsky





Designed by
Argonaut Software

Published by
MicroProse

Systems
PC

Graphics
EGA, VGA, MCGA

Sound
AdLib, SoundBlaster, Roland

Supports
Joystick, mouse

Microprose have really run the gamut this time, with the almost simultaneous release of **ATAC** and **F-15 Strike Eagle III** (reviewed elsewhere this issue). The two simulations are almost diametrically opposed in terms of strengths and weaknesses, and define the difference between an arcade-like game and a 'serious' simulation quite nicely.

ATAC is the 'arcade-like' game. Which is not to say that it's worthless. If anything, the emphasis on smooth graphics and incredibly responsive joystick control (with lots of detailed adjustment of joystick feel) clarifies that focus on this aspect of flight simulation can make all the difference in the feel of flying an advanced jet fighter.

To be more specific, the joystick routines in **ATAC**, combined with the fluid graphics, make for very easy flight control. Hitting the Ins key toggles between three different levels of controller sensitivity, each one of which is most appropriate to the three different possible control inputs (mouse, keyboard and joystick). Hitting Shift-Ins toggles on and off something called 'Speed Scale Sensitivity.'

This option changes between two modes: one where the sensitivity of the joystick decreases with increases in speed (more realistic), the other where controller sensitivity remains constant (more appropriate for keyboard and mouse). All of this gives the player a chance to choose the control format most comfortable for him.

Shooting up

All of the above needs to be put to some interesting use, though, and it is here where **ATAC** plunges into mediocrity. The game comes with two vehicles - the F-22 jet and the AH-64 helicopter. Neither are at all realistic, in the sense that both are equipped with an unimaginably large store of munitions to splatter the scenery with, and both are basically turn-on-the-engine-and-pull-up-the-stick vehicles, with little attention necessary to the technical details of flight control, instruments control, or weapons control. Just like any of the shoot 'em up arcade games of the past five years, **ATAC** focuses on simply piling in and shooting down as much as possible before being blown up.

There are a few nice details implemented which prove helpful during play. The main radar can be toggled between a 3-D Radar mode and a Target Camera mode, for instance. The 3-D Radar is much like the one used in Microprose's **Hyperspeed**, with some figures on what the targeted opponent is, what direction he's heading in, and how fast he's going. The Target Camera is like **F-117A**'s camera mode, providing a real-time animation of the attitude of the targeted object as it approaches or speeds away from the player's fighter.

Rhythm and blues

And implemented along with these two radar modes is the Microprose-standard series of view keys: inside and outside cockpit, outside view locked to targeted aircraft, unlocked outside view of same, tactical view, reverse tactical view, fired weapon view, full-screen view, and (here's a new one) jump to the cockpit of the selected aircraft (1, 2, 3 or 4).

Another strong feature of **ATAC** is

CHIPS & BITS CALL 800–753–GAME

IBM MAC & AMIGA GAMES FOR LESS

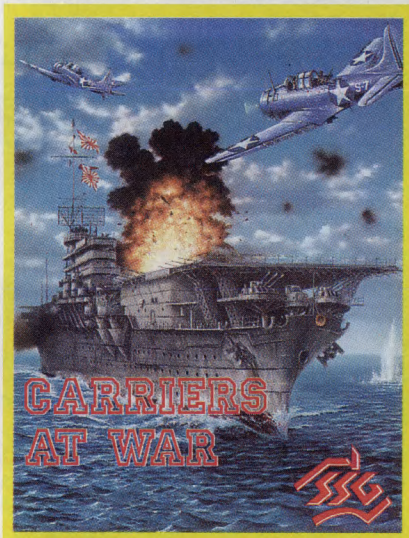
UPS Ground $5 per order. PO Box, APO, FPO, $6 per Order. 2 Business Day Air $7 per Order.
Europe Air Mail $12 First Item plus $6 Each additional Item. Air Mail to Canada $6 per Order. HI, AK, PR, Mail $7 per Order

PO Box 234
Rochester, VT 05767
Fax 802–767–3382
802–767–3033
800–753–4263

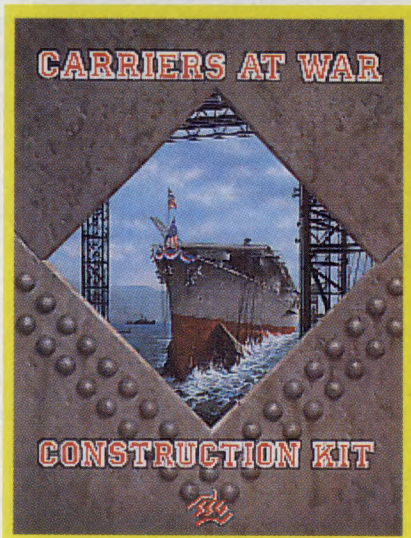
IBM SPORTS

Carl Lewis Challenge	$32
Cycles Grand Prix	$28
Daily Double Horse Racing	$19
Days of Thunder	$24
Face Off	$9
Fast Break	$6
Front Page Football	$39
Future Sports	$28
Grand Prix Circuit	$17
Greens	$34
HardBall	$12
HardBall 2	$28
Hardball 3	$34
Hardball 3 Players Disk	$19
Hardball 3 Stadium Disk	$19
Harlem Globetrotters	$15
Hat Trick	$9
Hole In One Mini Golf	$12
Hole In One Mini Golf Crs Dk	$7
Indianapolis 500	$17
International Sports Chall	$29
Jack Nicklaus Clip Art	$12
Jack Nicklaus CD 1-5	$15
Jack Nicklaus Greatest 18	$27
Jack Nicklaus SE Course 1	$19
J Nicklaus Sign Ed Clip Art	$24
Jack Nicklaus Signature Ed	$40
Jack Nicklaus Unlimited Golf	$27
Joe Montana Football	$31
John Elway Quarterback	$6
Lakers vs Celtics	$17
LH Baseball League Leaders	$16
LH Boxing Contenders	$16
LH Col Bball Team Disks Ea	$16
LH Col Bball L Leaders	$16
LH Col Bball Utilities	$16
LH Football L Leaders	$16
LH Football Utilities	$16
LH Pro Basketball	$36
LH Pro Baskeball Utilities	$16
LH Pro Basketball L Leaders	$16
LH Pro Basketball Utilities	$16
Lance Haffner Baseball	$36
Lance Haffner Boxing	$36
Lance Haffner College BBall	$36
Lance Haffner Football	$36
Lance Hafner Hockey	$36
Links	$29
Links Courses 1 Bountiful	$17
Links Courses 2 Firestone	$17
Links Courses 3 Bay Hill	$17
Links Courses 4 Pinehurst	$17
Links Courses 5 Dorado	$17
Links Course 6 Barton Creek	$17
Links Course 7 Troon North	$17
Links Pro 386 Golf	$32
Links Pro CD 1-6 Each	$20
Low Blow	$12
M U D S	$12
Madden Football	$17
Madden Football 2	$32
Magic Johnson Fast Break	$6
Magic Johnson MVP	$15
Mario Andretti Racing	$17
Mean 18 Famous Courses V2	$1
Michael Jordan Flight Sim	$44
ML Baseball 4 USAT Edition	$31
ML Basbll 4 Fantasy Managr	$25
ML Basbll 4 General Managr	$19
ML Baseball All Stars	$17
ML Baseball Franchise Disks	$20
ML Basketball All Stars	$34
ML Football 2	$39
ML Personal Pro Golf	$28
ML Wrestling 1990	$28
Microleague Football Deluxe	$39
Microleague Baseball	$28
Microleague Basketball	$28
Microsoft Golf for Windows	$39
Mike Ditka Power Football	$32
Mini Putt	$9

'HIGH COMMAND' is a strategic level wargame that covers the War in Europe from 1939-1945. Features numerous unit and mission types for Axis & Allies, detailed economics, production, & politics for over 40 countries and territories, Version 1.1. **$45**



'CARRIERS AT WAR' brings to life six crucial carrier battles of WWII; Pearl Harbor, Coral Sea, Midway, Eastern Shores, Santa Cruz, and Great Marianas Turkey Shoot. Seek out and destroy enemy carriers, fleets, air forces. Features hundreds of individually modeled ships and aircraft from that period. **$37**



'THE CARRIERS AT WAR CONSTRUCTION KIT' provides an infinitely flexible tool for creating a particular battle or an original scenario. Build ships and planes, organize squadrons, draft maps, position air bases and adjust the artificial intelligence used by the computer. 3 new scenarios included; Wake Island, Guadalcanal, & Tarawa. **$37**

Visa & MC Accepted. CODs $5. Checks Held 4 Weeks. Money Orders Treated as Cash. Most Items Shipped Same Day. Shipping times not guaranteed. Check compatibility before you buy. Defectives replaced with same product. Price & availability subject to change. **All Sales Final.**

IBM SPORTS

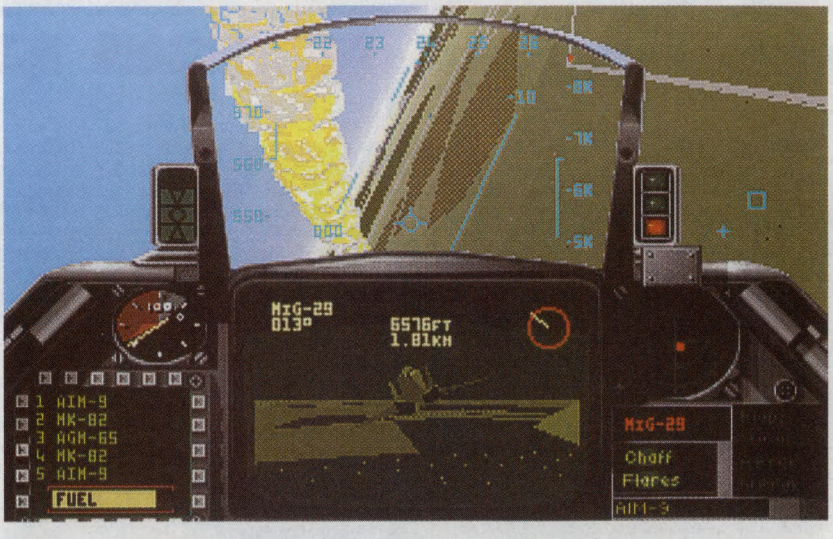
NFL Challenge	$60
NFL Chall Col Alumni Teams	$22
NFL Chall Pre Season 90	$22
NFL Challng TD 1984-87 Ea	$15
NFL Challng TD 1988-91 Ea	$22
NFL Challenge All Star Team	$22
NFL Challeng Dream Teams	$20
NFL Challenge Premium Ed	$59
NFL Challenge Roster Editor	$20
NFL Football	$31
NFL Pro League Football	$19
NFL Pro League Football 92	$24
NFL Video Football	$43
Nascar Challenge	$31
Over the Net	$9
PGA Tour Golf	$32
PGA Tour Golf WIN	$38
PGA Tour Golf Course 1	$17
PGA Tour Golf Ltd Ed	$45
Playmaker Football	$26
Power Hits: Sports	$32
Pro League Baseball	$18
Pro Tennis Tour 2	$32
ProFootball Analyst 92 Editn	$24
RBI 2	$26
Reel Fish'n	$12
Road to the Final Four	$37
Serve & Volley	$12
Shufflemania	$34
Skate or Die	$15
Sport of Kings	$12
Summer Challenge	$34
Summer Challng World Class	$15
Super Car Pak	$37
T K O	$4
Team Suzuki	$15
Tennis Cup	$32
The Games Winter Challenge	$34
Tie Break Tennis	$12
Tom Landry Football	$24
Tony LaRussa Baseball	$24
Tony La Russa Baseball 2	$36
Tony LR Fantasy Manager	$15
Tony LR Classic Stadiums	$15
Tony LaRussa AL Stadiums	$15
Tony LR Fantasy Manager	$15
Tony LaRussa NL Stadiums	$15
Tony LaR Teams 1901-68	$15
Wayne Gretzky Hockey 2	$34
Wayne Gretzky Hockey 3	$39
Wayne Gretzky League	$26
Weaver 2.0 commemorative	$41
Weaver Baseball 1.5	$19
Weaver Baseball 2.0	$17
Weaver Commissionr Disk 2	$16
Weaver Team & Player 90	$12
Wilson Pro Staff Golf	$23
World Circuit	$34
World Class Soccer	$28

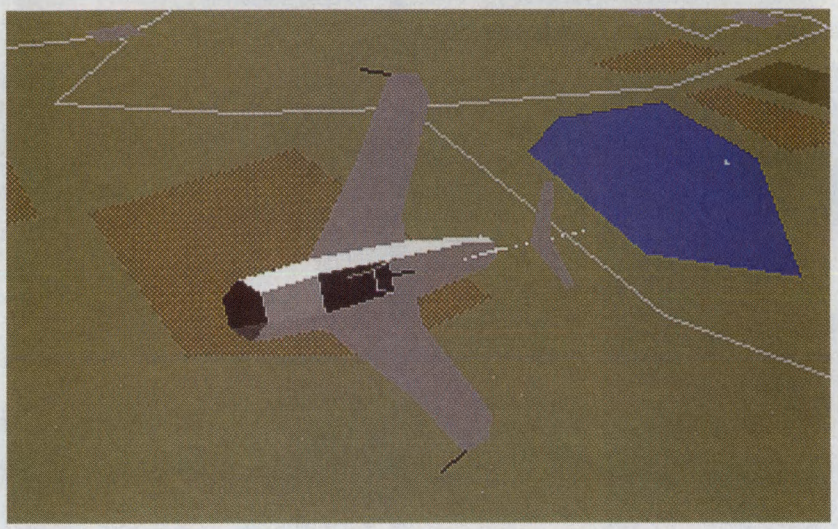
IBM TRADITIONAL

3 D Pinball	$10
3 in 1 Players's Pack	$12
Acquire	$12
Amarillo Slim's Poker	$12
Amarillo Slims 7 Card Stud	$10
Armada Villa Crespo CB	$10
At the Zoo	$12
Backgammon WIN	$9
Baseball Facts	$10
Battle Chess 4000	$32
Battle Chess 4000 SVGA	$36
Battle Chess	$19
Battle Chess WIN	$29
Blackjack	$12
Blackjack WIN	$12
Bridge 7	$32
Bridgemaster	$29
Caesars Palace	$15

IBM TRADITIONAL

Casino Craps	$10
Casino Game Pak WIN	$32
Casinos of the World	$29
Ceasars Palace	$15
Centerfold Squares	$21
Checkmate	$36
Chess Net WIN	$12
Chess X Colossus	$9
Chessmaster 2000	$27
Chessmaster 3000	$29
Chessmaster 3000 WIN	$34
Classic 5	$32
Clue	$12
Clue Master Detective	$15
Combination Lock	$10
Cribage Gin King	$19
Crossword Magic	$29
Dealer's Choice	$29
Demon Blue	$10
Dr Thorp's Blackjack	$32
Dr Thorp's mini Blackjack	$10
Dr Wong Jacks & Video Pokr	$10
Edward O'Thorpe Black Jack	$9
Electric Jigsaw	$12
FS-Pro	$21
Faces Tetris 3	$15
Family Crossword Puzzles	$28
Femme Fatale	$26
Femme Fatale DD 1-3 Each	$18
Floor 13	$15
Game-Maker	$68
Games People Play	$21
Go Master Ver 5	$39
GO Master Ver 5 WIN	$39
Go Master Junior Ver 5	$19
Go Master Junior Ver 5 WIN	$19
Joseki Genius	$39
Go Master Tool Kit	$39
Go Master Tool Kit WIN 53	$79
Go Master Dlx Ver 5	$99
Go Master Dlx Ver 5 WIN	$109
Grand Slam Bridge	$17
Grand Slam Bridge 2	$32
Grandmaster Chess	$37
Hollywood Squares	$15
Home Alone 2	$26
Home Casino Spectacular	$15
Hong Kong Mah Jong Pro	$32
House of Cards	$12
Hoyle's Book Games V1	$21
Hoyle's Book Games V2	$19
Hoyle's Book Games V3	$29
Hoyle's Book Games V4	$29
Ishido	$17
Jeopardy	$9
Jeopardy 2	$9
Jeopardy 25th Aniversary	$15
Jeopardy, Super Talking	$21
Jigsaw Pinups	$24
Laffer Utilities WIN	$21
Lexicross	$24
Living Jigsaws	$9
Lotto Gold	$29
Lotto leverage	$10
Manhole	$32
Mental Blocks	$15
Monopoly Deluxe	$29
Monopoly Deluxe WIN	$29
Oligopoly	$34
Omar Sharif on Bridge	$37
Omar Sharif Bridge WIN	$32
On Target	$10
Peanuts	$31
Penthouse Jigsaw	$24
Pictionary	$19
Planet of Lust	$12
Pool Shark	$15
Price is Right	$15
Prime Time Hits	$25
Prime Time Hits 2	$25
Punisher	$9





that the design is focused in certain mission modes around formation flying and combat. Unlike any of the more realistic sims currently available, it's possible in **ATAC** to switch at any moment between up to four planes (or a combination of planes and helicopters) and take over combat from that point.

Thus the player can not only assign, while setting up a mission, the flight paths and targets of each of the vehicles, but help them deal with any unexpected threats or imminent disasters that might come up along the way. Not in the least realistic, but a lot of fun once the rhythm of jumping between planes (or worse, jumping from F-22 to AH-64) is mastered.

Unlike either any of the difficult flight sims or the more challenging arcade games, **ATAC** gives the novice player plenty of time to blast away at the start. None of this 'fly for half an hour over 200 miles of terrain, fire two missiles and then get blown out of the sky two minutes later' routine that's still *de rigueur* in 'serious' air combat sims. With four planes or choppers going, it quickly becomes ludicrously apparent that **ATAC** takes an extreme Scorched Earth attitude in its presentation of the relationship between player and gameworld, but what the heck.

The war against mugs

The game operates within the shell of an interestingly conceived resource management situation. There are two styles of campaign game. In the limited Campaign, the player is up against a single drug baron; in the full Campaign, the player has to deal with four separate drug barons (all of whom are represented in a rather racist manner in the manual, by the way). These drug barons, whether singly or together, are in control of drug production sites, and need skilled workers and commodities of various sorts to keep their business running. To defend their operations, they send an array of weapons against the player: MIG-21s, MIG-23s, and MIG-29s in the air for dogfighting, and Cessnas, DC-10s and Hueys for ground patrol and air transport of goods.

Up in smoke

As the campaign progresses, the player receives intelligence from two hundred and fifty different agents scattered across the countryside, in exchange for special supplies dropped with the AH-64. As an agent's supply level drops, the quality of his or her intelligence reports drops as well. Intelligence gathering can also be conducted from the air, by overflights.

All the information is incorporated into the maps used to set up each day's mission, and reports are made on transports, production levels, and specific sites clearly defined as involved in the drug trade. Indiscriminate attacks, resulting from failure to gather adequate intelligence on which convoys to attack, which farms to blow to smithereens, and which factories to immolate in order to destroy a particular drug baron's operations, only waste time.

Transports of factory workers to the drug factories, convoys of shipments, involved port facilities and farms, must all be adequately interdicted so as to cut off the drug baron's cash flow before the player's combat resources run out. The De-Briefing screen reveals the balance of forces at the end of each day's mission.

From an animation standpoint - the real strong suit of **ATAC** - all the stuff being blown up is very spectacular. For the first time in a flight sim, the smoke trails from the missiles are animated in a way that looks quite believable and impressive. For the first time in a flight sim, when a plane crashes into the ground, little pieces go bouncing all around the crater that the player has inadvertantly created.

Argonaut Software only took four years from the first announcement of **F-22** for the Amiga to finally release what, back then, looked like the sim to beat all sims. **ATAC** plays a lot like **F-29**. So what? **ATAC** for all that is a nice bit of light fun (I'm particularly fond of the shade of light green the designers have painted the F-22 in the game), and will certainly fill a niche in any flight sim fan's collection if an arcade game is what's wanted. If a serious flight simulation for veteran players is what's called for, though, then definitely look elsewhere.❑

CHIPS & BITS CALL 800–753–GAME

IBM MAC & AMIGA GAMES FOR LESS

UPS Ground $5 per order. PO Box, APO, FPO, $6 per Order. 2 Business Day Air $7 per Order.
Europe Air Mail $12 First Item plus $6 Each additional Item. Air Mail to Canada $6 per Order. HI, AK, PR, Mail $7 per Order

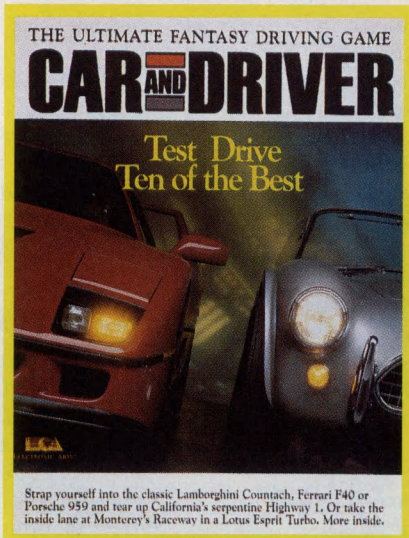
PO Box 234
Rochester, VT 05767
Fax 802–767–3382
802–767–3033
800–753–4263

IBM TRADITIONAL

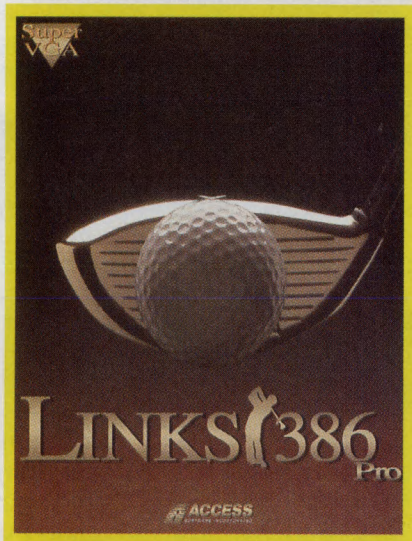
Puzzle Gallery 1	$19
Puzznic	$25
Rack'em	$12
Risk	$21
Risk WIN	$26
Sargon 5	$34
Scrabble	$24
Scrabble Deluxe	$26
Scruples	$28
Shanghaii 2	$29
Sharkey's 3D Pool	$12
Shogi Master	$34
Sierra Family Fun Pak	$33
Solitaire Royale	$19
Solitaire WIN	$32
Solitaires Journey	$34
Sorry	$12
Space Vegetables	$10
Spot	$12
Stratego	$31
Strip Poker 3	$31
Strip Poker 3 DD 1-6 Each	$19
Super Tetris	$29
Swap	$29
Terminator Chess	$34
Tetris	$15
Tetris Classic	$27
Trump Castle 1	$25
Trump Castle 2	$19
Trump Castle 2 DD 1 or 2	$6
Trump Castle 3	$34
Turn-n-Burn	$10
Vegas Entrtnmnt Pak WIN	$20
Vegas Games Pak WIN	$19
Video Poker AlaCarte	$34
Video Poker Villa Crespo	$19
Video Poker WIN	$12
Video Poker by Masque	$12
Virtual Reality Studio 2	$64
Wayne's World	$26
Welltris	$15
Wheel of Fortune	$6
Wheel of Fortune 2 or 3	$9
Wheel of Fortune Gold	$15
Word Tris	$27
World Champ Backgammon	$24
World Champ Cribbage	$24

IBM SIMULATION

688 Attack Sub	$19
A T P Flight Simulator	$29
A.T.A.C	$34
A10 Avenger	$46
A10 Tank Killer 1.5 Enh	$34
AH-64 Helicopter	$46
Aces Over Europe	$46
Aces Europe Mission Disk 1	$27
Aces Europe Mission Disk 2	$27
Aces of the Pacific	$42
Aces Pacific Mission Disk 1	$27
Air Warrior	$35
Aircraft Scenery Design	$35
Allied Forces	$12
Armour Geddon	$29
Assignment Miami	$37
B17 Flying Fortress	$39
Battlefield 2000	$37
Birds of Prey	$32
Blue Max Aces Great War	$9
Campaign Strategc Flight Sm	$37
Car and Driver	$38
Cardinal of the Kremlin	$16
Carrier Command	$12
Combat Classics	$29
Conqueror Multi Tank	$16
Crash Course	$6
Das Boot Submarine	$12
Design Your Own Railroad	$29
Dynamix Bundle 1	$39


THE ULTIMATE FANTASY DRIVING GAME
CAR AND DRIVER
Test Drive
Ten of the Best
Strap yourself into the classic Lamborghini Countach, Ferrari F40 or Porsche 959 and tear up California's serpentine Highway 1. Or take the inside lane at Monterey's Raceway in a Lotus Esprit Turbo. More inside.

'CAR & DRIVER' lets you test drive 10 of the best performance cars like the Porshe 959, Shelby Cobra, and Ferrari Testarossa. Features 10 different tracks, bit-mapped landscapes, drive in any direction on or off road, head to head competition via modem, instant replay with multiple views, and Hi-res 256 color VGA. **$38**



'LINKS 386 PRO' offers **SUPER VGA** graphics and advanced features designed for your 386 or 486. New features include computer opponent, save game option that allows your friends to play against you in an existing game, pre-recorded games from worthy opponents, and many game modes. **$35**

'MAXX COBRA FLIGHTSTICK' brings together the thrill of a joystick and the versatility of the keyboard. Features molded casing for left or right handers, 7 button pistol grip joystick, 25 programmable functions, exact auto-centering, and true circular directional control. Game port not necessary. **$54**

Visa & MC Accepted. CODs $5. Checks Held 4 Weeks. Money Orders Treated as Cash. Most Items Shipped Same Day. Shipping times not guaranteed. Check compatibility before you buy. Defectives replaced with same product. Price & availability subject to change. **All Sales Final.**

IBM SIMULATION

Elite Plus	$19
Eye of the Storm Flt Sim	$29
F117A Stealth Fighter	$42
F14 Tomcat	$19
F15 Strike Eagle 2	$19
F15 Strike Eagle 2 Scen	$17
F15 Strike Eagle 3	$44
F15 Strike Eagle 3 Aces Pak	$52
F19 Stealth Fighter	$24
F22 Advanced Tactical Fghtr	$39
F29 Retaliator	$32
F40 Pursuit Simulator	$31
Falcon 3.0	$42
Falcon 3 Scen1 Fighting Tgr	$24
Falcon AT	$19
Fire & Forget 2	$30
Flight Planner	$24
Flight Simulator 4.0	$42
Flight of the Intruder	$15
Fly the Grand Canyon	$45
Grand Canyon Scenery	$16
Great Naval Battles Exp Pk 2	$21
Grt Naval Battles Scen Build	$28
Gun Boat	$33
Gunship 2000	$39
Gunship 2000 Scenario Disk	$24
Gunship	$12
Harrier Combat Simulator	$6
Hawaiian Odyssey	$22
Heatwave	$25
Heroes of the 357th	$32
HoverForce	$31
Hunt for Red October	$19
Infiltrator 2	$28
Japan Scenery Disk	$22
Jet Fighter 2.0	$39
Jet Fighter 2 Mission Disk 1	$19
Jump Jet	$39
Knights of the Sky	$29
LHX Attack Chopper	$17
Land Sea Air 2	$39
Land Sea Air Trilogy	$12
Life and Death	$19
Life and Death 2	$23
Lightspeed	$9
Mantis Experimental Fighter	$39
Mantis Exp Speech Pak	$19
Maximum OverKill	$44
Maximum Overkill Mssn Dk 1	$28
Maxiumm Overkill Mssn Dk 2	$28
MegaFortress	$12
Megafortress Mega-Pak	$38
Megafortress Miss Disk	$26
Megafortress Miss Disk 2	$26
Miami Enforcer	$39
Mig 29 Fulcrum	$32
Orbits	$37
Power Politics WIN	$34
Pacific Islands 2	$30
Power Boat Simulator	$39
Privateer	$49
Rapcon	$29
Reach for the Skies	$31
Red Baron VGA	$36
Red Baron Mission Builder	$24
Red Storm Rising	$14
Road & Track Grand Prix U	$37
Sailing Simulator CGA	$39
Sailing Simulator VGA	$42
Sailing S East Cst Voy CGA	$34
Sailing S East Cst Voy VGA	$39
Sailing S West Cst Voy CGA	$34
Sailing S West Cst Voy VGA	$39
Sailing Instrctr Pack CGA	$199
Sailing Instrctr Pack VGA	$239
Scenery Collection Set A	$37
Scenery Collection Set B	$37
Scenery Colltn California	$37
Scenery Colltn Great Britain	$37
Scenery Enhancement Editor	$21
Scenery: Hawaii	$16

IBM SIMULATION

Scenery: Tahiti	$16
Seal Team	$42
Search for the Titanic	$27
Secret Weap Luftwaffe	$44
Secret Weap Exp 1 P38	$21
Secret Weap Exp 2 P80	$21
Secret Weap Exp 3 He162	$21
Secret Weap Exp 4 DO335	$21
Shuttle	$26
Silent Service 2	$34
Sky Chase	$25
Snd, Grphcs & Arcrft Upgrad	$27
Stormovik	$15
Strike Aces	$19
Strike Commander	$45
Stunt Driver	$15
Stunt Island	$36
Stunts	$15
Tank	$34
Task Force 1942	$39
Team Yankee	$32
Team Yankee 2	$29
Test Drive 1	$17
Test Drive 2	$30
Test Drive 2 Muscle Cars	$10
Test Drive 2: The Collection	$29
Test Drive 2:CA Challenge	$15
Test Drive 2:Euro Challenge	$15
Test Drive 2:Muscle Cars	$15
Test Drive 2:Supercars	$15
Test Drive 3	$29
Test Drive 3:Road & Car	$17
Their FH Battlehawks Bundle	$44
Thunderhawk	$21
Thunderstrike	$27
Top Gun Danger Zone	$31
Tracon	$34
Tracon 2	$29
Tracon 1 or 2 WIN	$34
Ultrabots Sanction Earth	$37
Vette	$15
Virtual Reality Studio	$54
Voice Commander	$18
Wing Commander	$39
Wing Commander 1 Deluxe	$45
Wing Commander 2	$45
W C 2 Operation 1	$27
W C 2 Operation 2	$27
W C 2 Speach Mod	$15
W C Secret Mission	$19
W C Secret Mission 2	$19
Wolfpack	$15
X-Wing	$46
Yeager's Air Combat	$38

IBM HINT BOOKS

A-Train	$16
Advent Willie Beamish	$10
Bard's Tale 1-3 Each	$10
Buck Rogers Countdown	$10
Castle of Dr Brain	$10
Champions of Krynn	$10
Civilization	$16
Codename Iceman	$10
Colonel's Bequest	$10
Conquests Robin Hood	$10
Countdown	$10
Curse of the Azure Bonds	$10
Dark Queen of Krynn	$10
Darklands	$14
Darkspyre	$10
Death Knights of Krynn	$10
Dragon Wars	$10
Dragons of Flame	$8
Drakkhen	$10
Dungeon Master	$10
Dynamix Great War Planes	$16
EcoQuest Search For Cetus	$10
Elvira 1 or 2	$10

Mail shot

In your review of **Pro League Baseball** in the December issue, Joseph McCullough noted that the game was well suited for modem and league play. I am a big fan of these games, especially **All American College Football**, but I don't own a modem because of the cost of modem play. Do you know of any play-by-mail college football leagues which uses this game?

Tim Land
Lithell Hall
Box 54, NY 13820-4100

No, but can any of our readers help?

Testing, one two

I read with interest and total agreement your tirade concerning bugs in programs (issue 26). You're correct; games should not be shipped with bugs. However, unlike program bugs which either stop code outright or render the game essentially useless, bugs appear in other fields with greater subtlety; in your article, for instance.

On my first pass through I found nine grammatical mistakes. I didn't bother to look a second time. Eight mistakes were punctuation errors, and one was the omission of a space. Perhaps your text wasn't 'tested' as well as it should have been.

Some software houses do extensive testing. I'd rather see you name the culprits who don't, rather than, as you say, 'implicitly lump the innocent with the guilty.' There is a solution to the problem: call attention to the companies who send out poor code and watch their sales plummet and their embarrassment soar while they try to figure out what's happening. Or do their advertising dollars soften your opinion somewhat?

Jeff Groteboer
Game Producer
Sunnydale, CA 94086

Now, now, no need to be cynical. Please read Judith Weller's article on testing in issue 27. It's with great sadness that I have to report that our own 'testers' regard the editorial page as the least important part of the magazine.

Regarding your recent editorial on the proliferation of bugs in new releases. I was very pleased to see someone finally addressing what I believe is the most serious problem in computer gaming.

My friends and I no longer buy new releases. Only after a game has been on the market for at least six months do we assume that most of the bugs have been removed. If, however, the game is one which has been reported as having bugs, we wait even longer (I waited a year before purchasing **Falcon 3.0**).

It's obvious that many game publishers are simply releasing unfinished products. Although it is disgraceful to treat consumers in this manner, gamers are at least partially to blame by their constant clamouring for new title and complaints about shifting release dates.

The solution to this problem is for gamers to stick together and agree not to buy any game 'before its time.' And hopefully we can continue to rely on your publication for determining when that time is.

George Leonard
Conway, AZ 72032

Readers writes

I would like to suggest what might be a wonderful feature for your magazine. What would you think about magazine reader reviews? You could continue with your regular reviews as well as present any other reviews, both pro and con from the readers.

I would welcome another person's opinion.

Michael Magro
Hawthorne, CA 90250

But all our reviewers are *readers!*

Pursuit

Joe McCullough's Sports Locker column in your November issue mentioned that **Pursue the Pennant** is hard to find at local dealers and should be ordered directly from the manufacturer. However, he does not give their address or the price of the game. Could you please advise.

Ted Hupitch
US Embassy
APO AP 96205

Pursuit the Pennant
PO Box 19703
Greensboro, NC 27419-9703
Tel 800 765 4787

Happy Holidays!

I would like to thank all of you for putting together such a great magazine. I've subscribed to other software magazines but yours gives the most honest reviews that I've read. You don't hold the punches when a piece of software doesn't make the grade. Enclosed is my subscription for 2 years. I'm tired of going to the book store and not being able to get your magazine because they're all sold out. I was originally going to take the 3 year subscription but I only have 28 months left at Yokota Air Base before I rotate back to the States. Thanks again for a quality magazine.

Rich Kidwell
PSC 78 Box 1276
APO AP96326-1276

N for Nazi

I have no objection to your selection of **V for Victory: Utah Beach** as your 'game of the year.' However, if you had selected the **Velikiye Luki** scenario then that would have been a different story. Not only does the manual appear to support the Nazi view of history, but the end sequence informs us that the game is dedicated to a Nazi. I find this shocking, particularly in view of recent events in Germany, and wonder if your magazine could obtain an explanation.

R. White
New York, NY 10024

Owing to the Christmas holidays, we have been unable to contact Three Sixty for a reason as to this extraordinary 'dedication.' Rest assured that we will follow this up in our next issue.

Got something on your mind? Is it existential angst or a favorite game that keeps crashing? Maybe you're just feeling cranky. Whatever it is, why not let us know and join that select group of people who've had a letter published in this magazine. Impress your friends by writing to:

Strategy Plus
217 South Union St
Burlington, VT 05401

Warning!
For reasons of space (he says!), letters may be rearranged and generally hacked to death by the Butcher of Burlington

CHIPS & BITS CALL 800–753–GAME

IBM MAC & AMIGA GAMES FOR LESS

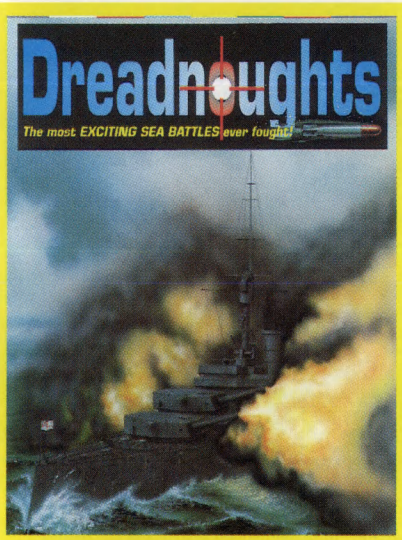
PO Box 234
Rochester, VT 05767
Fax 802–767–3382
802–767–3033
800–753–4263

UPS Ground $5 per order. PO Box, APO, FPO, $6 per Order. 2 Business Day Air $7 per Order.
Europe Air Mail $12 First Item plus $6 Each additional Item. Air Mail to Canada $6 per Order. HI, AK, PR, Mail $7 per Order

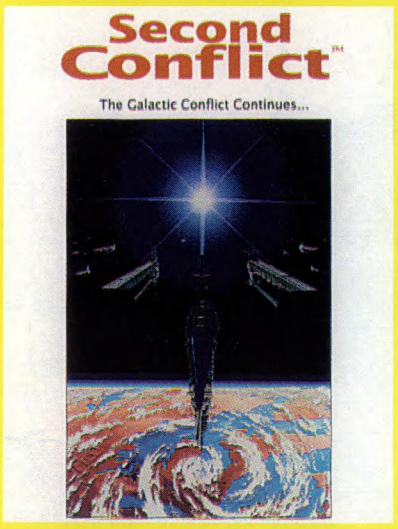
IBM HINT BOOKS

Eye of the Beholder	$10
Eye of the Beholder 2 or 3	$12
Fascination	$10
Free DC	$10
Gateway Savage Frontier	$10
Gobliiins	$10
Gold Rush	$10
Gunship 2000	$16
Harpoon	$16
Heart of China	$10
Hero's Quest 1-3 Each	$10
Hillsfar	$8
Immortal	$10
Indy Jones Grfx Adv	$10
Indy Jones 4 Fate Atlantis	$10
Island Of Dr Brain	$10
Jetfighter 2.0	$16
Keef the Thief	$10
King's Quest 1-6 Each	$10
Knights of Legend	$10
Laura Bow 2 HintBook	$10
Leisure Suit Larry 1-5 Each	$10
Lemmings w/disk	$21
Loom	$10
Lord of the Rings V1	$10
Lord of the Rings V2	$6
Lost Files Sherlock Holmes	$10
Lost in LA	$10
LucasArts Adventure Book	$16
LucasArts Air Combat Strat	$16
Magic Candle 1 or 2	$10
Manhunter New York	$10
Manhunter San Francisco	$10
Maniac Mansion	$10
Martian Dreams	$13
Matrix Cubed	$10
Mean Streets	$10
Might & Magic 1	$10
Might & Magic 1&2	$16
Might & Magic 2	$12
Might & Magic 3-5 Each	$16
Off Book Leisure Suit Larry	$12
Off Book of Ultima 2nd Editn	$15
Off Bk Roger Wilco's Advntrs	$12
Off Guide of King's Quest	$10
Off Book of Police Quest	$12
Patriot	$16
Phantasy Star 3	$14
Planet's Edge	$16
Police Quest 1-3 Each	$10
Pool of Radiance	$10
Pools of Darkness	$12
Power Monger Strategy	$16
Powermonger	$10
Quest For Clues 2-4 Each	$21
Quest for Glory Strategy Gd	$19
RUN5 Issue #1-19 Each	$6
Railroad Tycoon	$10
Railroad Tycoon Off Guide	$10
Rex Nebular Cos Gen Ben	$14
Rise of the Dragon	$10
Savage Empire	$10
Search for the King	$10
Secret Monkey Island 1 or 2	$10
Secret Silver Blades	$10
Sentinel Worlds 1	$10
Shadow Sorcerer	$10
Simcity/Simearth Book	$20
Simearth	$16
Simlife Official Strategy	$16
Space Quest 1-4 Each	$10
Spellcasting 101	$10
Spellcasting 201	$10
Star Trek 25th Aniv	$10
Starflight 1 or 2	$10
Strategy Plus Issue 12-26	$5
Stunt Island	$16
Summoning	$16
Tales Magic:Prophecy Shad	$12
Time Quest	$10
Treasures Savage Frontier	$10

'GEMINI JOYSTICK' features a full size handle, 6 large tactile buttons, dual axis trim adjustors for precision control, turbo fire, 4 stabilizing suction cups, & testing disk. Fully compatible with high speed PC's (PC, XT, AT, 386, 486, & compatibles). **$24**



DREADNOUGHTS accurately models the looks, specifications and tactics of fighting fleets during the great age of the battleship. Includes 7 scenarios such as; Coronel (1914), Falklands (1914), Jutland (1916) and Dogger Bank (1915). Features a menu interface for entering commands, external 3D view, & hidden movement. **$42**



'SECOND CONFLICT' is a game of interstellar strategy & conquest for windows. Control all aspects of the economy, military, and civilian population. Allocate resources to produce battleships, planetary defenses, stealth ships, transports and missiles. Features multiple human & computer players, & a scenario editor. **$34**

Visa & MC Accepted. CODs $5. Checks Held 4 Weeks. Money Orders Treated as Cash. Most Items Shipped Same Day. Shipping times not guaranteed. Check compatibility before you buy. Defectives replaced with same product. Price & availability subject to change. All Sales Final.

IBM HINT BOOKS

Tunnels & Trolls	$16
Twisty History Hint book	$10
Ultima 4-7 Each	$10
Ultima Underworld Stg Abyss	$10
Ultima 7 and Underworld	$16
Ultima Avatar Adventures	$16
V for Victory	$16
Wasteland	$10
Wizardry Cosmic Forge	$12
Wizardry 7	$12
Yeager Air Combat Handbk	$16

IBM ARCADE

Airborne Ranger	$9
Aliens Ate My Babysitter	$32
Amazing Spiderman	$9
Artura	$4
Back to the Future 2 or 3	$15
Bar Games	$10
Bargon Attack	$24
Bart Simpsn House Weirdnes	$31
Batman Caped Crusader	$28
Batman the Movie	$24
Battle Storm	$32
Cogito Windows	$38
Combat Classics	$29
Cool Croc Twins	$24
Crackdown	$17
Crazy Cars	$25
D-Generation	$32
Dark Century	$27
Day of the Viper	$19
Dig Dug	$6
Double Dragon 2	$15
Double Dragon 3	$12
Dragon's Lair 2 Time Warp	$34
Dragon's Lair 3	$34
Dragon's Lair Esc Singe Cast	$34
Fast Track	$25
Freakin Funk Fuzzballs	$19
Galactic Conqueror	$31
Galactic Empire	$27
Galaxian	$6
Gauntlet 1 or 2	$9
Gobliiins VGA	$24
Gold of the Aztecs	$29
Guy Spy	$29
Hard Drivin' 2	$38
Home Alone	$27
Hyperspeed	$34
Killing Cloud	$19
King Graham Board Games	$9
Knight Force	$29
Laffer Utilities	$21
Larry's Casino	$9
Laura Bow Parlor Games	$9
Monty Python	$15
Ms PacMan	$6
Ninja Gaiden 2	$12
Ninja Rabbits	$10
Nova 9	$21
Oil's Well	$12
Out Run	$28
Pac Man	$9
Paper Boy 2	$27
Pipe Dream	$19
Pit Fighter	$22
Power Hits: Battletech	$32
Power Hits: Sci Fi	$32
Punisher	$9
Quix	$25
Rampage	$28
Roger Wilco Space Games	$9
Rollerbabes	$25
Rotox	$20
Savage	$19
Sierra Arcade Bundle 1	$24
Silpheed	$21
Simpsons:The Arcade Game	$31

IBM ARCADE

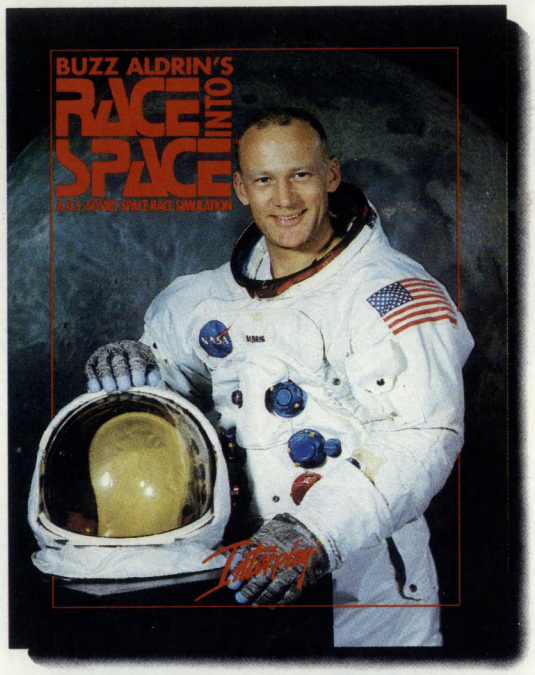
Space Ace 1 or 2	$34
Space Wars	$37
Speedball 2	$25
Stellar 7	$21
Super Off Road	$12
Super PacMan	$9
Super Space Invaders	$25
Swamp Gas Windows	$38
Take-A-Brk Crossword WIN	$29
Take-A-Brk Pinball WIN	$29
Take-A-Break Pool WIN	$29
Teenage MNT Manhattn Mn	$31
Teenage Mutant Ninja Turtles	$25
Tengen's Arcade Hits	$25
Terminator	$34
Tetris Classic WINDOWS	$27
The Tinies	$29
Thexder 1 or 2	$15
Treasure Trap	$10
Tristan Pinball	$34
Turbo Outrun	$17
Viking Child	$32
Volfied	$24
Wild Streets	$31

IBM CD ROM

12 Roads to Gettsyburg WIN	$48
7th Guest	$56
A Christmas Carrol	$18
Advent Willie Beamish	$45
Aesop's Multimedia Fables	$32
Battle Chess WIN & DOS	$46
Buzz Aldrin Race Space	$59
Campaign	$35
Capstone Game Collection	$45
Chessmaster 3000	$46
Conan	$21
Cyber Space	$38
Don Quixote	$32
Dune	$35
El Grito Del Jaguar WIN	$46
Fascination WIN	$39
Fatty Bears Birthdy Surprise	$38
Gofer's Winkel Advet WIN	$35
Guy Spy	$29
Impersionist Sources WIN	$69
Jack and the Beanstalk	$34
Jones In The Fast Lane WIN	$42
Jungle Book Win	$34
King's Quest 5 WIN	$42
King's Ransom	$38
Legend of Kyrandia	$49
Library of Art: Renaissance	$60
Loom	$48
Lost Treasures Infocom 2	$46
Lost Treasures of Infocom	$46
Mantis Experimental Fgtr	$45
Multi Media: Vivaldi WIN	$34
Omar Sharif Bridge	$46
Putt Putt Joins the Parade	$42
Rodney's Funscreen	$46
Secret Monkey Island	$39
Secret Weap Luftwaffe	$46
Sherlock Holmes Consul Det	$44
Shuttle	$24
Space Quest 4 WIN	$42
Spirit of Excaliber	$21
Star Child	$32
Star Trek 25Anv	$46
Stellar 7 WIN	$42
Team Yankee 2	$29
Ultima Bundle	$59
Where in the World Deluxe	$66
White Horse Child	$32
Wing Commander 1 Deluxe	$45
Wing Commander & Ultima 6	$60
Wing C & Ultima Undrworld	$60
Wolf Pack	$39
Wrath of the Demon	$29

"We choose to go to the moon..."
–John F. Kennedy

"Likely to set a standard for multimedia entertainment products."
–Computer Gaming World



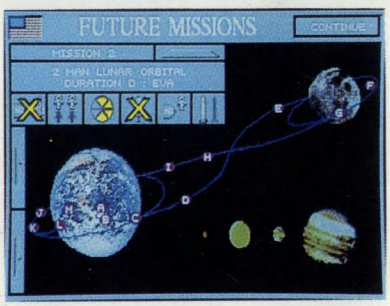
BUZZ ALDRIN'S RACE INTO SPACE™
A U.S.-SOVIET SPACE RACE SIMULATION

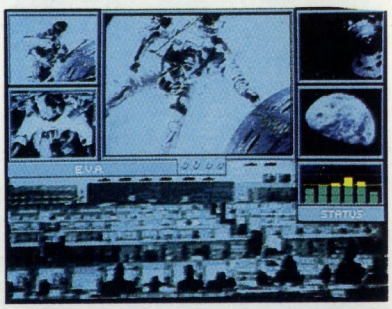
Three... two... one... LIFT-OFF! The roar of the giant Saturn V engines becomes deafening as the gleaming rocket clears the launch tower. Within minutes it has enough velocity to reach orbit. America's space program is heading to the moon! But for two years the Russians have been working on a larger, more powerful rocket. Could they be secretly planning a mission this year to land men on the moon? Will they get there first?

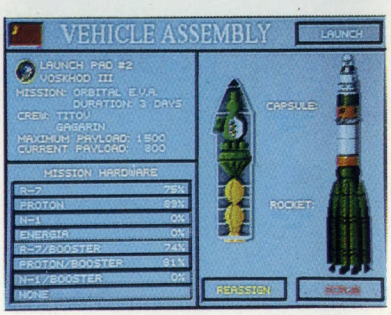
Buzz Aldrin's Race Into Space™, is a computer simulation of man's greatest adventure, the race to the moon. It recreates all the excitement of every space mission using digitized footage from lift-offs, space walks, lunar landings and splashdowns.

As Space Director, you have at your disposal the entire space inventories of both the U.S.A. and U.S.S.R., and can plan and direct every conceivable space mission: sub-orbitals; orbital manned and unmanned; duration records; lunar flybys; lem tests; lunar passes; lunar orbits; lunar landings; and even emergency space rescues!

You get to recruit and train over 140 astronauts and cosmonauts and determine which ones have the "right stuff". *You* determine which space hardware to research and develop and then *you* actually schedule and launch individual space missions.







MS-DOS Screens Pictured.

Buzz Aldrin's Race Into Space™ offers twenty different approaches to the moon. Do you follow history or do you cut your own path to glory? Will the United States land on the moon first? Or will the Russians continue to dominate space and plant the red flag on lunar soil first?

Do You Have The Right Stuff?

Buzz Aldrin's Race Into Space™ includes:

- *Ability to select from over thirty types of space hardware*
- *Hundreds of historical photos and digitized animations*
- *Twenty varied approaches to land on the moon*
- *Play the U.S. or Soviets*
- *Recruit, train, and assign over 140 astronauts*
- *Rescue stranded astronauts*
- *Three levels of difficulty*
- *Complete astronaut history*
- *Full musical score and sound effects*

To Order *Buzz Aldrin's Race Into Space™*, call 1-800-969-GAME, or see your local retailer. Coming soon on MS-DOS.

Interplay™

Interplay Productions
3710 S. Susan, Suite 100
Santa Ana, CA 92704
(714) 549-2411

© 1992 Strategic Visions, Inc. All rights reserved. Buzz Aldrin's Race Into Space™ is a trademark of Interplay Productions, Inc. MS-DOS is a trademark of Microsoft Corporation.

Reader Service No. 43